BRITAIN'S LONGEST RUNNING COMMODORE 64 MAGAZINE

YC

C64 C128

JUNE 1991
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EXTREME
MASSIVE PREVIEW!!
A game that gives a good kick up the 'bot?

OTHER GAMES REVIEWED:

★ I PLAY 3D SOCCER ★
★ NAVY SEALS ★
★ STAR CONTROL ★
★ LOTUS ESPRIT TURBO ★

PLUS!!
FIRST PREVIEW
of System 3s Turbocharge cop-car smasheroonie!



AND LO, IT CAME TO PASS
THE TAPE IN ALL ITS FAME
HAD TWO STONKY DEMOS
AND A TRULY WICKED GAME

BUT HAROLD WAS UNFORTUNATE
FOR WHERE HIS TAPE WAS MEANT
WAS JUST THIS CRAPPY POEM
AND SELLOTAPE ALL RIPPED AND BENT

SO HE GOT INTO A STUPOUR
A RIGHT UNHOLY STROP
AND HE STOMPED BACK TO THE NEWSIES'
AND BURST INTO THE SHOP!

"I'D LIKE A TAPE RIGHT NOW,
OR WE'RE GOING TO HAVE A FIGHT!"
BUT THE NEWSIE JUST SHRUGGED HIS ARMS
AND SAID: "OK - ALRIGHT!"
- FUNKY FRUITBAT, 1991

(IF YOU CAN'T FIND YOUR SPLENDID FREE TAPE THEN BALLY WELL ASK THE NEWSIE WHERE IT'S RUN OFF TO!)

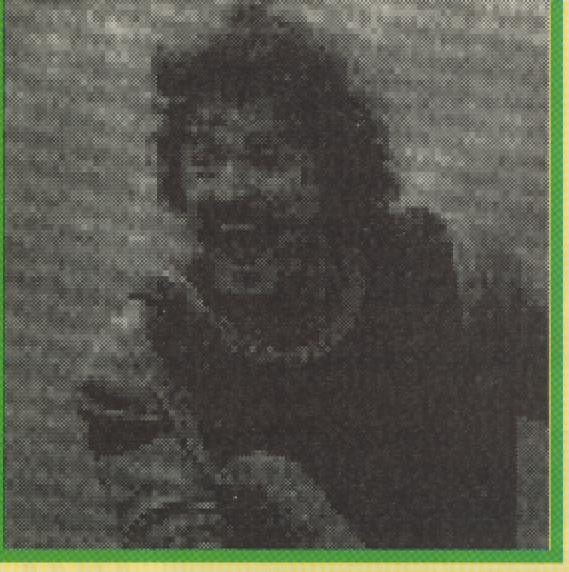
AND SO MANY OTHERS YOU MAY EXPLODE!!

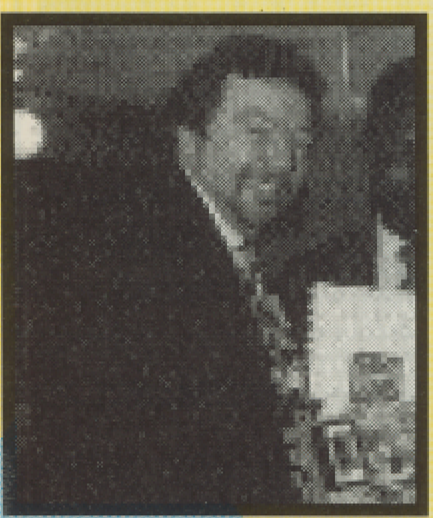
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PLUS – LOADS AND LOADS OF COMPOS . . .


Skull & Crossbones™
SKULL & CROSSBONES
Avast there ye lily-livered swabs! It's time to prove your manhood in a bloodthirsty battle to the death with the Evil Sorcerer and his henchmen.
Hoist the Jolly Roger and set sail through strange and exotic lands with your old shipmates Red Dog and One Eye. Shipmates they may be, but trust them not ... tempers soon flare in head to head clashes over the spoils of your piracy.
Skull & Crossbones is the most blood-curdling arcade game on the market – not for the faint-hearted! Blood flows, razor-sharp cutlasses hack through the flesh of hideous opponents, arms and legs are ... AAARGH ... it's just disgusting!
There's treasure, jewels, gold and lusty wenches to be captured and ghastly creatures to be stabbed.
It's a rough and dirty job – and we all want to do it!
MORE SAVAGE THAN BARBARIAN ... MORE BLOODY THAN PRINCE OF PERSIA... MORE LAUGHS THAN ... NEW PRINT SHOP!
Get it now – but don't, *please don't* show your grandmother.
TENGEN
The Name in Coin-Op Conversions
© 1991 TENGEN Inc. All rights reserved. ™Atari Games Corp. Artwork &Packaging © 1991 Domark Software Ltd. Published by Domark Software Ltd, Ferry House, 51-57 Lacy Road, London SW15 1PR Tel: 081-780 2224. Programmed by: Walking Circles Available on: Amiga, Atari ST, IBM PC 3.5" & 5.25", Commodore 64, Spectrum, Amstrad. Amiga Screenshots.
DOMARK

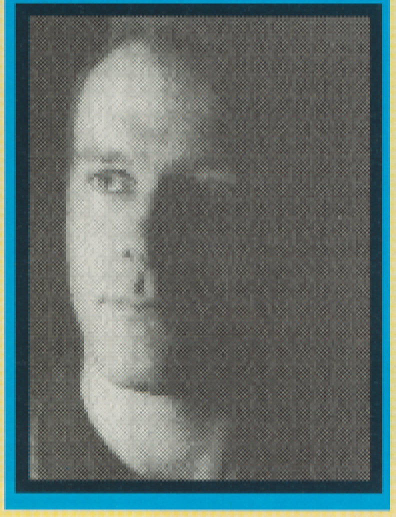
✪ **TALES FROM THE SCRIPT (p28)** - Loads of film-type gossip and piles of vids to be won. Dave Hughes certainly knows how to get 'em!





✪ **ECTS SPESH (p40)** - Just what is Jeremy Beadle doing with a copy of YC? Did Beverly just ask him to smile nicely or what?

✪ **TURBOCHARGE (p56)** – Has this man written the ultimate C64 drive-'em-up? YC takes a look at System 3's newie.





✪ **DATA (p4)** – Mirror, mirror on the wall, who's the greenest of them all? Captain Planet, Battletoads and The Turtles slug it out.



✪ **COMPUTER BOFFO (p42)** – What do these people have in common? Have they all had a brain transplant? Did they all go on holiday to the same villa in Spain? All is revealed on page 42.

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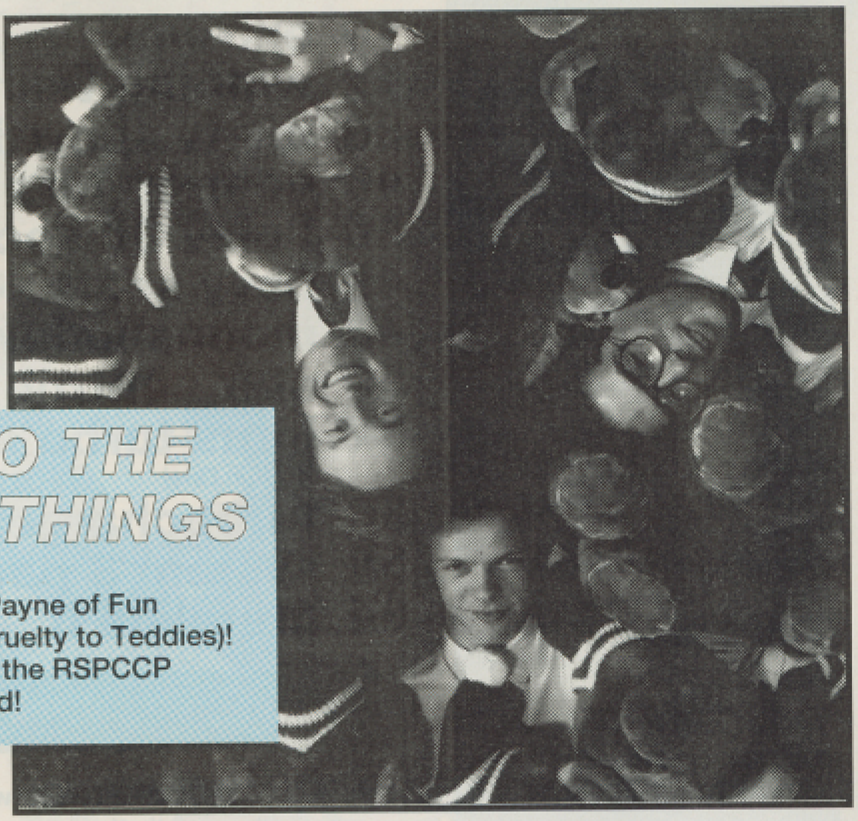
on the tape

posters

DATA

THE GREEN





PEOPLE DO THE SPACKIEST THINGS

Quick, someone report Chris Payne of Fun School Fame to the RSPCT (Cruelty to Teddies)! Hang on, report the teddies to the RSPCCP (Cruelty to Chris Payne) instead!

PUTTY IN YOUR HANDS

All that Ninja bashing has made System 3 go a bit soft in the head! Silly Putty is the latest original game to come from those masters of the C64. It's so original that David Lynch could have written it! You play a big and bouncy, ball of putty and have to stretch your gooey self through a weird and wonderful world keeping yourself soft and pliable and caring for a bunch of friendly robots who are building a skyscraper to take you back home to 'Putty Moon', before the rest of your putty people are shipped to earth as bubblegum. It's sure to stretch the imagination and once you've picked it up you're not gonna be able to put it down!

TEN GAMES YC READERS MIGHT FIND GROWING IN THEIR GARDEN

1. Daisy of Thunder - Mindscape
2. World Buttercup Soccer - Virgin Games
3. NARC-issus - Ocean
4. The Venus Fly Trap Who Loved Me - Domark
5. Saint SnapDragon - Storm
6. Weed Dreams - Rainbird
7. Roseblasters - U S Mari-Gold
8. Last Ninja 2-lip - System Tree
9. Dandelion Dare - Virgin Games
10. Pangsy - Ocean

ON THE SPOT, YOU'VE EITHER GOT IT OR YOU'VE NOT

Get into practice for Computer Boffo!

1. What do APB, Dragon Spirit & Toobin have in common?
2. What did Rainbird, Firebird and Silverbird all have in common?
3. What have Revenge of Doh, Ballistix and Krypton Egg got in common?

Answers

1. All Tengen coin-ops
2. All part of elecomsoft
3. All bat n ball games

TEN GREEN THINGS YOU LUV TO HATE

1. Fairy Liquid (when it's your turn to wash up)
2. Coming to the end of a chocolate-spread sandwich and finding mouldy crusts
3. Lime Green Spangles
4. Bogies that hang down on your first date
5. Kermit the Frog entertainer turning up at your party when you expected He-Man
6. Killer Cheese Plants from hell
7. Mom making you eat your greens cos it supposedly makes your hair curl?
8. The dayglow green anorak your mum bought you in '81
9. McCains apple Hero Turtle pizza cos they make your puke turn green
10. Mushy peas cos they make you fart

WITH BEVY BABES

SCENE — CAN YOU DIG IT!



AND IN THE GREEN CORNER . . .

Mirror, Mirror on the Wall, who's the Greenest of them All? **BATTLETOADS** from Storm vs **CAPTAIN PLANET** from Mindscape vs **TURTLES 2** from Mirrorsoft.

BATTLETOADS

Green Factor - 5
Green in colour but unfortunately they're a bit too careless about leaving the odd stick or dead person lying around and with names like Zitz, Pimple and Rash they are certainly not into healthy eating.

Hardness - 10
Hard? They're damn hard! I mean, wot kind of fairy goes around wearing knuckledusters on their knees and beating the hell out of their enemies with large sticks.

Enemies - 10
End of level nasties are so damn big mean they make the toads' jowls drop, they deserve a gold medal.

Popularity - 4
Battle who? Not exactly a name that slips off the tongue of any 8 year old. However apart from already being a huge success on the Nintendo, rumour has it that Marvel has expressed an interest. Oh, and our Jeffrey thinks they're rather spiffy (not much to ring home about!!!)

Morality - 5
My Mom always taught me not to hit people who annoyed me - especially not with dirty great big sticks or dead buddies. Sounds to me like the toads just pick fights!

Total 34

TURTLES 2

Green Factor - 7
Yes, green, but the headbands break up the colour. The Sewers of New York are hardly the nicest of places to hang out - I mean they could have cleaned them up a bit, plus the empty pizza boxes add to the litter problem, they should take them to their local recycling plant!

Hardness - 8
Those nifty ninja movements can do serious damage, however arty farty names like Raphael and Michaelangelo take points off their street cred.

Enemies - 10
Shredder, BeBop and Rocksteady are hardly the kind of people you'd invite round for Sunday tea.

Popularity - 8
Don't ask me why but you luv em. Need I say more than Coin Op, Gallup No 1 game, Blockbuster film, pencil cases, t-shirts, lunch boxes, ...(stop – Ed)

Morality - 5
Dear BBC, my 3 year old son got his head stuck down a drain the other day and nearly hung himself from the lampshade, he was wearing his brother's school tie round his head, I think ......yes, yes, we agree with you Mrs Winge.

Total - 38





CAPTAIN PLANET & THE PLANETEERS

Green Factor - 10
This man is so green, that he makes Greenpeace look like the national "We Luv Sellafield glowing club".

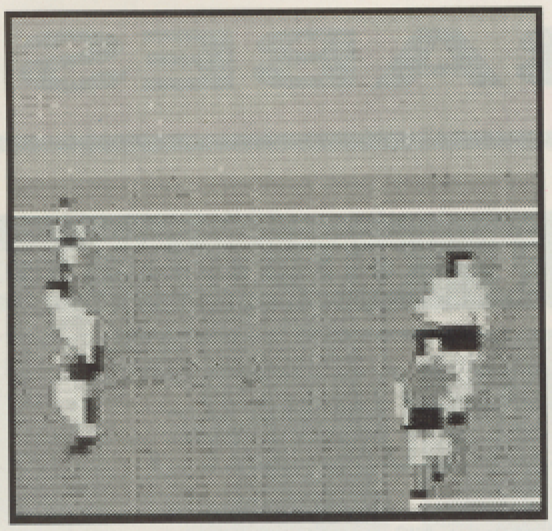
Hardness - 3
Come on, men that wear knickers in broad daylight and have kids with whiter than white non-biological t-shirts and magic powers in their gang are hardly Schwarzenegger (and maybe somebody should report him to the police)!

Enemies - 8
A pig who devours the earth, a ratman who pollutes, a poison dumper and a mad scientist set to devaste the planet, wot a naughty bunch of people, think they forgot Sharon & Tracey hairspray abusers from hell.

Popularity - 10
They're pulling in one million more viewers than the Turtles in America and are starting their own series on TV-AM. The ozone-friendly, recycled merchandise is about to pour into this country.

Morality - 10
With a 30-second eco-message after each episode, moms will have you chained to the settee.

Total 41- The Winner!



MAN UNITED ENTER EUROPE!

This season's offering from the Krisalis stadium is Manchester United Europe and it was you, dear gameplayers who helped to improve on the original, which in fact sold a staggering 110,000 copies. Those sensible Krisalis people read the criticisms and ideas from over 3,000 letters, mixed them all together and hey presto have come up with their rendition of the best football game ever, including full goal keeper control, one to four player options and the chance to play in any European competition! It's sure to score more than a goal or two in the market especially if they win the championship!

EXCELLENT NEWS FOR ACCOLADE DUDES

Those cool dudes at Accolade have signed up the exclusive rights to market and distribute Capstone products, which means that multi-million blockbusters such as Home Alone and Bill and Ted's Excellent adventure will now be able to appear on your computer as well as of some pretentious, rich American's.

Bill and Ted were those lovable 'hey man' dudes who suddenly found history interesting when they adopted a telephone box to jet them back and forth through time thus passing their history assignment and increasing their vocabulary to 'hey Nelson man' and 'how's it hanging Mozart'! The computer game promises to be a cool cookie.

Home Alone starred the equably cute Macaulay Culkin left at home accidently on purpose by his parents to make a multi-million blockbuster, oh and to put off unwanted burglars. Hopefully Accolade won't be paying the 4 million, Macaulay has asked for acting in the sequel!

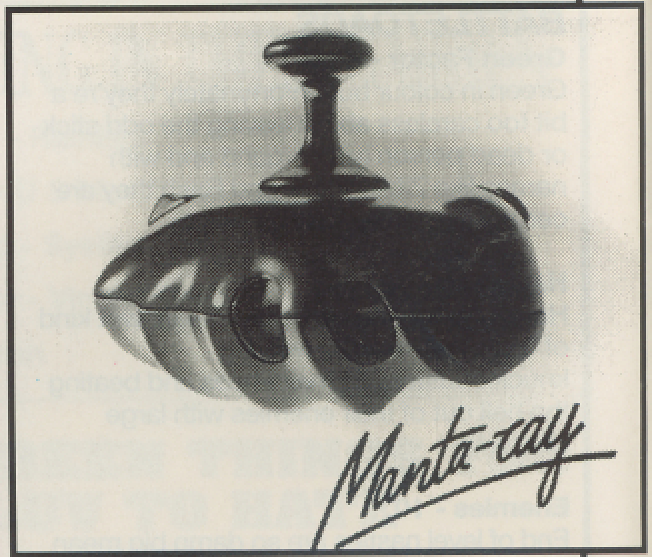
SPACED OUT!

Remember the good old days when games went "blip-blop" and "ping", well reminisce old chums with the news that Domark have signed up Super Space Invaders '91, the winning coin- up for Taito at the ATEI this year. You'll be relieved to find out that those oh so clever and spotty programming chappies are much cleverer now and you'll be able to have graphically spiffy backdrops, aliens in all shapes and sizes, and not forgetting cows being invaded by flying saucers, for your money. Also thanks to the invention of Clearasil and cover-up sticks, spots are no longer a problem!

GET YOUR HANDS AROUND THIS!

Are you playing comfortably, then I'll begin ...Logic 3's latest stick, the Manta Ray, is quoted as being the "most comfortable joystick in the world". According to the Company, when buying a joystick, above all you go for good looks, responsiveness and comfort, bit like a new girlfriend really.

Apart from looking like an escape pod from the planet Zorg, it is ergonomically designed with you in mind with a choice of 3 perfectly positioned fire buttons, or as the YC dictionary would put it, you can really get your hands around it and have a good game of SWIV! Grab at the chance of buying this slick stick in your shops now priced at £12.99 or £14.99 for autofire.



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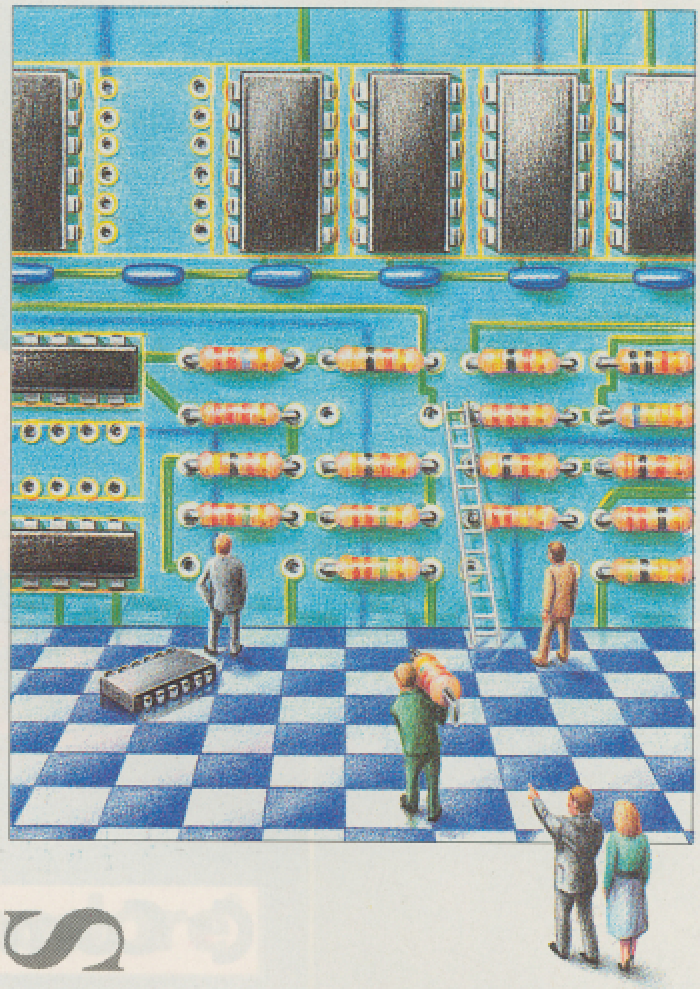
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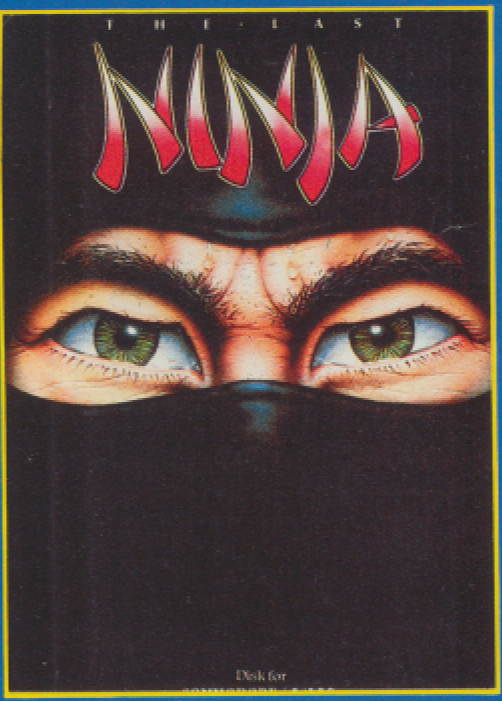
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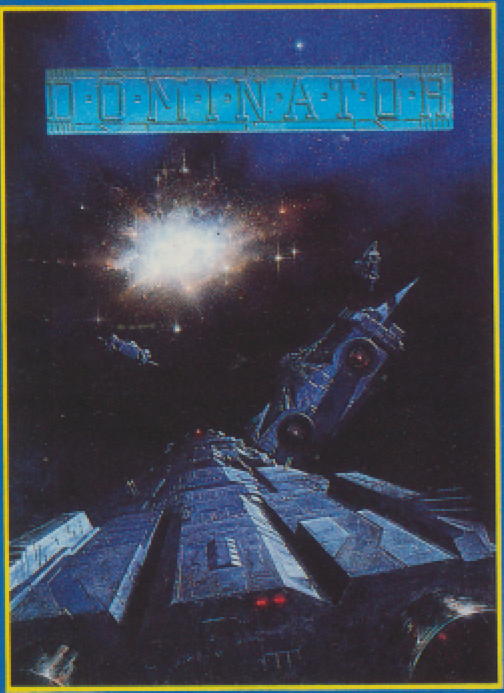
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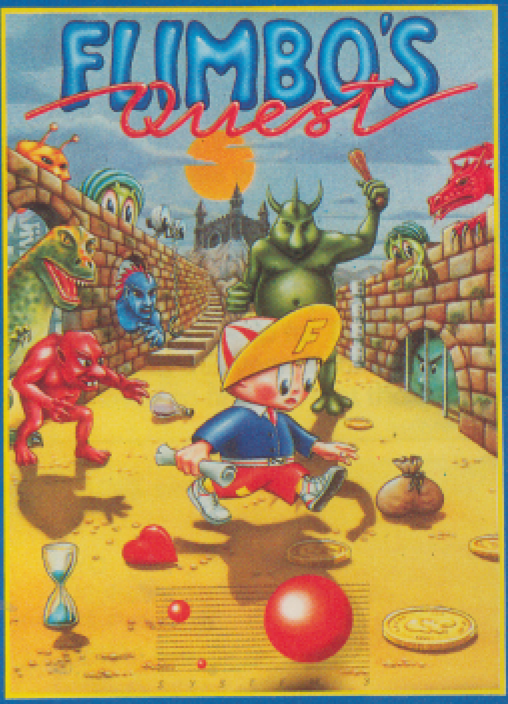
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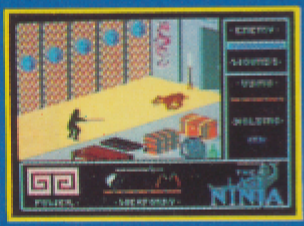
As Europes most innovative C64 games publishers, System 3 are now pleased to present this, our first compilation: **THE SYSTEM 3 PREMIER COLLECTION.**

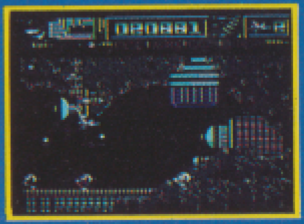
Forget about 4 product compilations, the official System 3 PREMIER COLLECTION has 6 amazing games. This "six-pack" is full to the brim with varied gameplay, astonishing graphics and undoubtedly, the best ever formula for arcade adventure games. These titles have all in the past received some of the best reviews, always rated in the 90's from leading magazines such as "Zzap", "Commodore Format", "Your Commodore", and "Computer and Video Games".

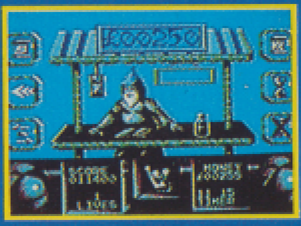
MYTH: Voted "game of the year" and "best 8-bit graphics", pure class – not to be missed.

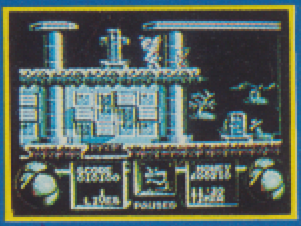
LAST NINJA: The "Last Ninja" series of games have quite simply become the most successful and most talked about games on the C64. Winning awards worldwide, "Last Ninja" set new standards for C64 owners and laid the foundations for the "greatest trilogy of games ever to reach the C64".


Ninja C64 screen.


Ninja C64 screen.


Dominator C64 screen.


Flimbo's Quest C64 screen.


Flimbo's Quest C64 screen.


Ninja 2 C64 screen.

SYSTEM 3 S

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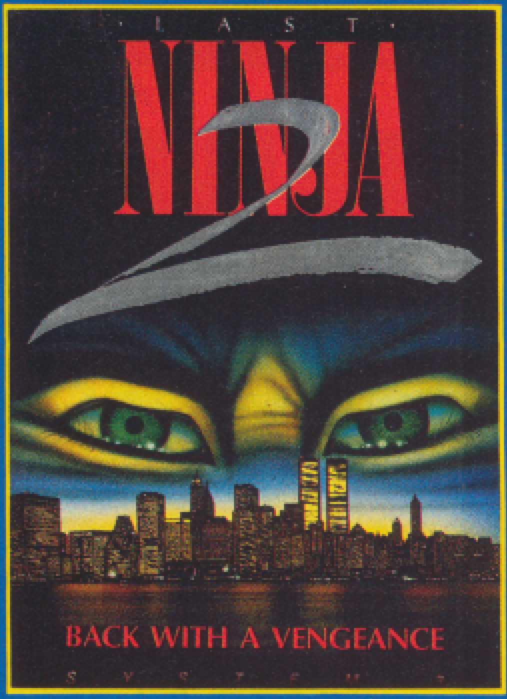
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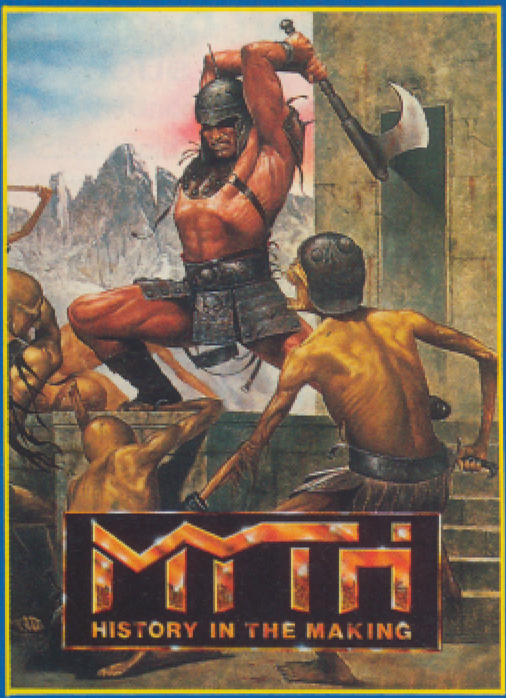
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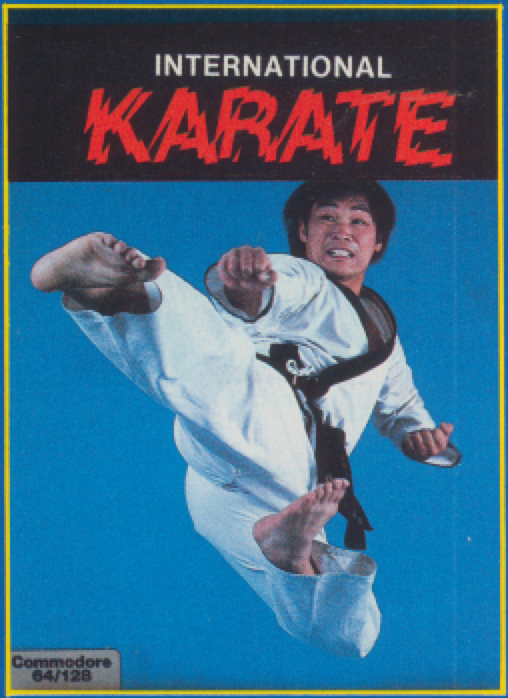
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C64



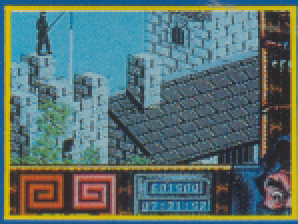




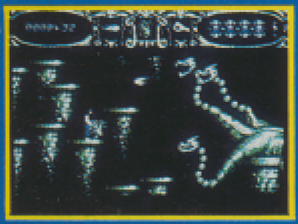
sette). £19.99 (Disk).

NINJA 2: A sequel to the world famous "Last Ninja" proved to be one of the best original games ever on the C64.
FLIMBO'S QUEST: The top selling title on the C64 last Summer, Flimbo provides humour and mass appeal in both young and old in this "pick up and play" cute platform game.
DOMINATOR: Computer and Video Games said, "Whatever format . . . if you're a hardened shoot 'em up veteran, Dominator is a game to scout the shelves for".
INT. KARATE: The first ever British game to get number one in the American charts.
Experience a multitude of various fantasy worlds in one PREMIER PACK compilation.
Take a trip into the System 3 experience.
The journey is magical, the result, real value for money.

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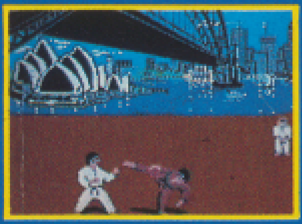
Ninja 2 C64 screen.



Myth C64 screen.



Myth C64 screen.



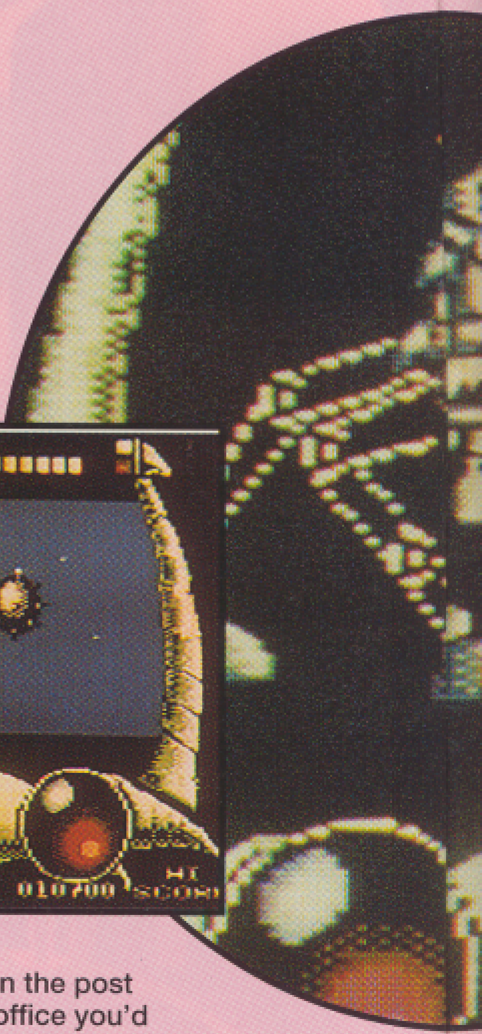
Int. Karate C64 screen.

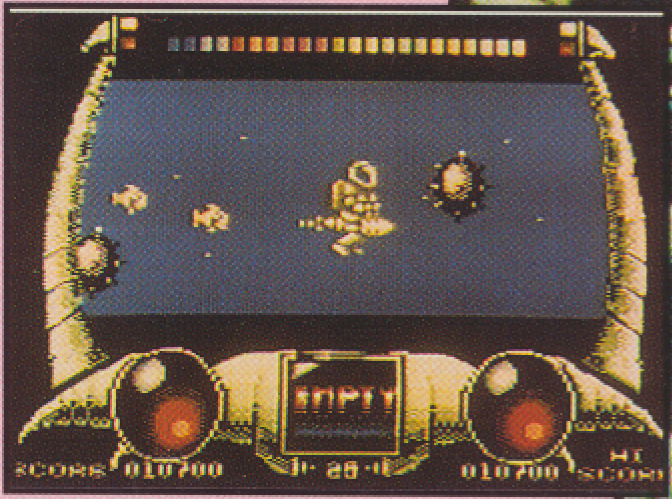
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EXTREME

If something you thought you'd lost 2000 years ago suddenly came back and began to self-destruct you'd be a bit concerned, wouldn't you. Jeff Davy helps the Earth tackle just such an extreme-ly big problem.





Pioneer 10 was a deep space probe (oo-er) launched in 1973. It was sent a very long way away. Past Jupiter, past Pluto, past the Orkney Islands, even. And now (now being the operative word if you happen to live in 3021, anyway) it's back - like a rather unpleasant spot or an unwanted relative.



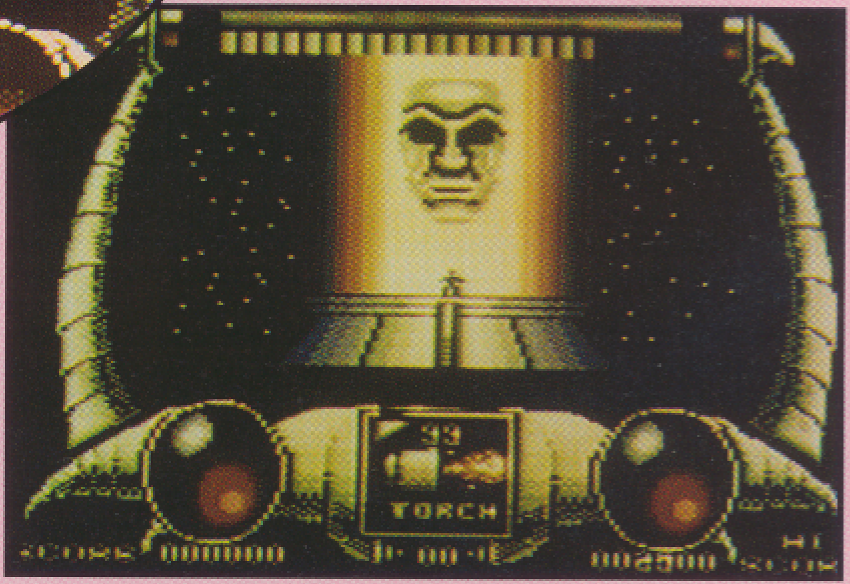
Not only that but it's been particularly rude and has come back with an alien spaceship which didn't wipe it's feet on the way down and which crashed. Tsk. What a mess. As if to nail the unfriendliness home (bit Biblical that, eh?), the alien ship is about to explode.

Remarkably, the only person who can save the Earth from exploding into so many parts it'll resemble a series of Twin Peaks is you. And you just happen to be a rather fierce humanoid. A humanoid made from upper-part human (and very muscular at that) and lower part robot, with lots of gleaming metal, insect-inspired legs and a massive rocket pack on his back. With a very suspect-looking gun, too.

So off you storm into three levels set deep inside the alien craft.

Numero uno is aliens and acid bath Central. From your regeneration platform you have to trundle (you get your legs back later, for this level it's tank tracks, OK?) and fly from one side of the teeming level to t'other before taking a well-controlled trip through a window in an acid bath - it moves along like a lift - in which you have to avoid munching into the sides, or your energy level will begin to diminish rather pronto.

At the other end is this little crystal that pops up and has to be half encouraged and half followed (you have to be one the screen for it to move) to a sort of crystal plug point, at which point it's biffetty baff and onto the next level. Natch, the aliens aren't happy about this and they bump into you like old people in the Post Office. Except in Extreme you get points for shooting the aliens. If you shot old people in the post office you'd probably be put away for a rather long time - without your C64, probably. You'd also be hard-pushed to find a laser-death-emitting future-weapon to use in the post office. Although I know some nice men from Switzerland who may have something, if you have the cash - strictly cash.



But I digress. Level two is an underwatery-bit. Surprisingly, you don't go rusty. Maybe you're made out of the same stuff as Non-stick frying pans. You get to 'swim' about and find the next object to get you to the following level. This one is a bit of trouble. That's not to



say the first wasn't a bit of trouble, but this one's quite diff, right? Lots more aliens abound. What a surprise.

The legs return, like a badly-prepared frog order at a French restaurant, for the third and final level. What do you mean: "Only three levels?" It's hard enough to complete them without more of 'em.

For this excursion the humanoid stomps over the landscape smegging things with plasma beams and arcs of laser-light destruction. This is really mean, and there are more beasties to kill. But your weapons should be able to handle it. Let 'em have it!

Someone's beavered for a while at Enigma Variations here. Extreme (preview version) is generally a really good game. Sort of half-puzzle-half-blast. And sometimes ALL blast!

The graphics are round and sweet at times, aswell as appearing futuristic at others although the sound doesn't quite excel. No thumping space tune, anyway.

Extreme looks to be Digital Integration's strongest release yet. If they stick to arcade action as intriguing as this, they may never need to release another flight sim again!

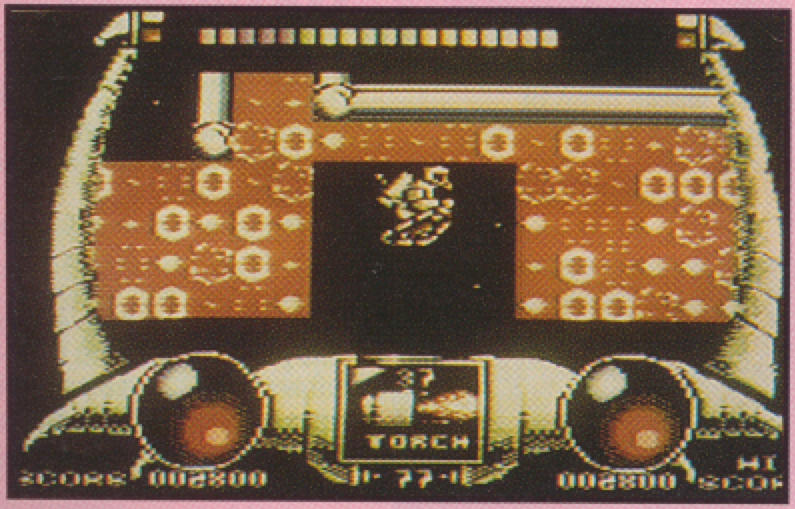
CREDIT CARD

NAME: Extreme
SUPPLIER: Digital Integration
PRICE: £9.95 Tape, £12.95 Disk
RELEASE DATE: Quite soon, as it goes

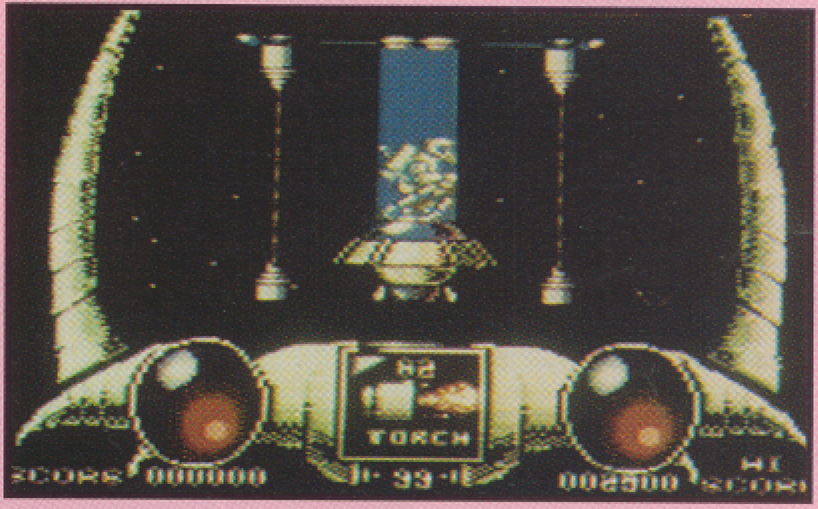
HOW EXTREME IS LINKED TO THE FAMOUS FIVE (PERHAPS):

('Cos Enigma Variations programmed the C64 version of both, doncherknow)

1. 'Extreme' sounds rather like 'Ice Cream', which the Famous Five love.
2. Acid baths, like the one in Extreme, are fizzy - just like ginger beer.
3. Both games take place on Earth (Uncanny, huh?).
4. The word 'Enigma' is rather like 'Enid', as in Enid Blyton who wrote the Famous Five books.
5. The power crystal in the first level "follows you like a dog". Like Timmy, the Famous Five's dog, perhaps?
6. Both games are ripping good yarns.
7. If you buy both games, Enigma Variations will be celebrating with 'tea and scones and lashings of ginger beer.'
8. Hurrah!

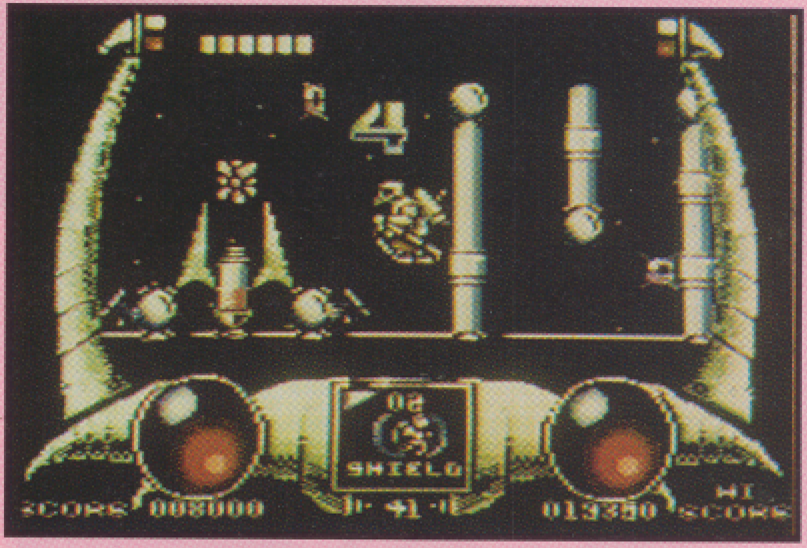


The last time I encountered an acid bath like this was during the 'Amazing Dissolving Women' mystery!



Help! Somebody's trapped me in this rather fetching, but exceedingly small, gloop, gloop machine.





WINNING

As Jeff Davy found out, this compilation is just like 'Jim'll FixIt'. You can be a Footballer or a Police Officer or a Tank Driver or a Space Adventurer or... or... and all without that annoying OAP with a cigar.

Truly Domark are very nice people. Very, very nice people, in fact. They've shoved five quite splendid games all in one box and sold it f or the price of one-and-a-half.

KLAX

Possibly the most fiendishly addictive puzzle game of 1990, this one. Little blocks come down five lanes and must be caught on a platform at the end which you control. You then dump the blocks into piles at the bottom and, if you get them in a particular pattern (row, block, etc.), you get points and it's onto the next level.

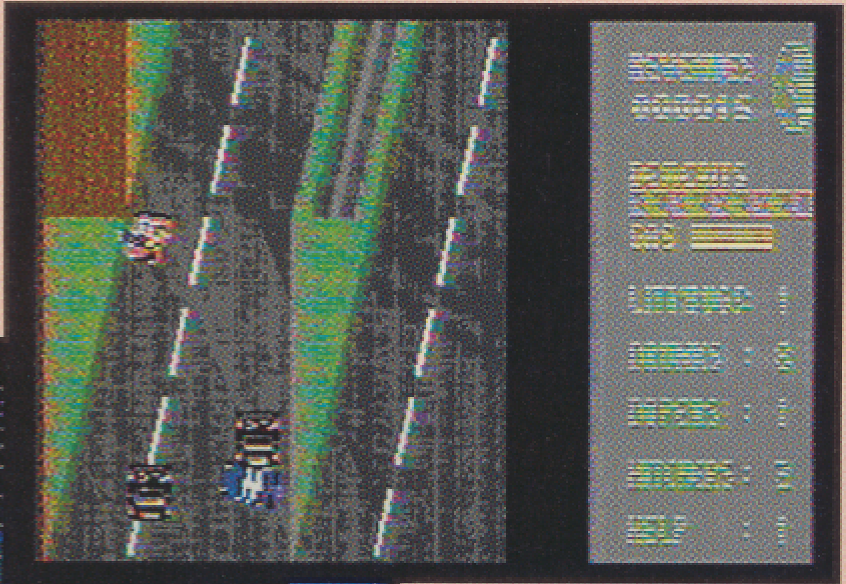
Sounds simple? Ha, ha!

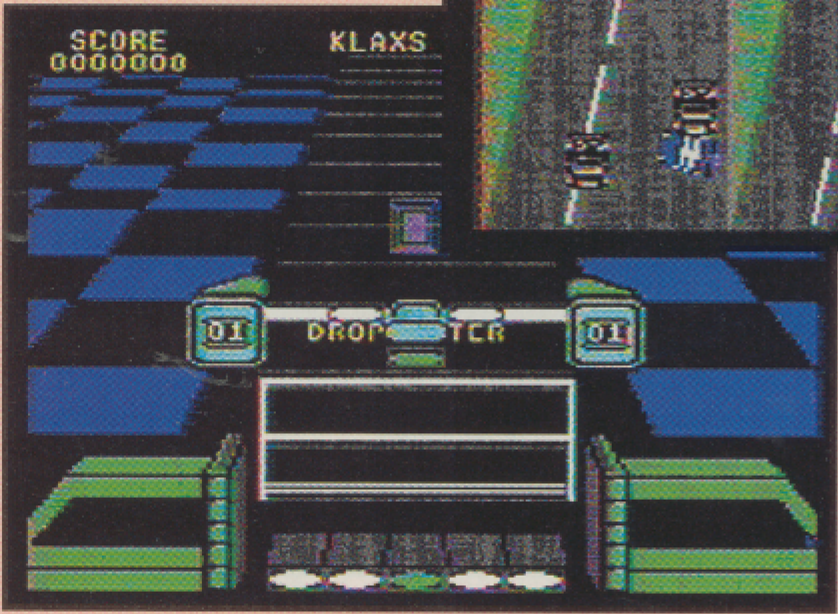
A.P.B.

A Policeman's life is not a happy one (happy one). Not in this rather poor conversion of a classically funny and playable arcade game, anyway.

Officer Bob is a man with a quota. He has to catch a certain amount of criminals each day and get back to the Police Station before the time runs out. This he does by speeding about town in his rather swanky police car, pulling over drug pushers and litter louts.

The shame is that what was very amusing in the arcade is tired and uninteresting on the 64 - little music, bad control, very sad.





CYBERBALL

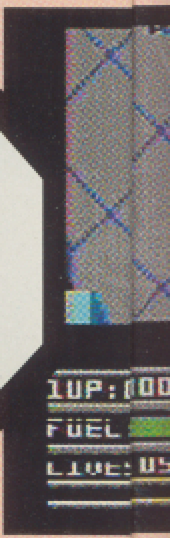
The C64 version of Cyberball never found its way to full release so this is its first public airing.Its basic premise is American Football... with robots. The robots can be guided by the player and set in pre-set American Football-style 'plays'.

Compared to other versions, it's a bit slow but apart from that, quite fun.

VINDICATORS

I like nothing more than to get tanked up, er, up and at 'em in a tank. And these are some pretty sweet and not to mention rather nifty tanks indeed. They've got dinky little tank tracks (er, astounding!) and little turrets and a whole heap of opponents ranged against them.

Two players can go tanking at the same time in their arcade-style dinky-toy seen-from-above-but-quite-3D hardware and the point is to find a key and finish the level, pulverising all the other tanks and picking up gold stars and making sure not to carelessly explode.



ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

The game that I thought was about to be one of the strongest turns out to be, um, one of the weakest.

The scenario is a hilarious B-movie spesh. A tale of human prisoners forced to slave for evil robot overlords. You play 'a hero' and have to run around 3D-displayed rescuing chained and hapless humans and running from robot lackeys which plough inexorably towards you - in droves.

Later you journey through maze-like bonus sections and impossible monster-confrontation.

Of this lot, my only real gripe falls on Escape from the Planet of the Robot Monsters which is by no means very poo-er but is certainly not as corking as it should have been.

On other versions (stop moaning, other computers exist - and the arcade machine is meant to be what the game is imitating) the graphics are sweet and cartoon-like. On the C64

TEAM



they're just under-developed.

Obviously the C64 is no rip-roaring arcade beast but... Oh, I digress. At least the gameplay is quite fast and furious. Harumph.

So basically Domark have come up trumps. They've packaged five of their classic arcade conversions together and made them available to a waiting crowd (who are all smarting 'cos they bought them at full price last year!).

I can't help believing that Domark add that little bit of class to the things they convert. And here they prove it again (and at quite significantly better value than last year!).

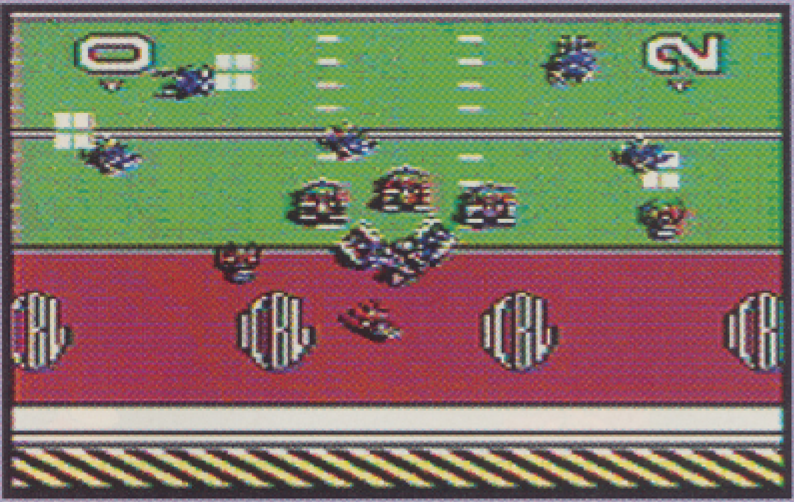
CREDIT CARD

SONICS	GRAPHICS	FIX FACTOR	HALF LIFE
Generally pretty dull and uninteresting.	A high standard throughout.	A box full of splendid games that'll sure keep you hooked.	You'll be at one or another of these games for weeks.

NAME: Winning Team.
SUPPLIER: Domark.
PRICE: £9.99 tape, £14.99 Disk.
RELEASE DATE: Out now.

OVERALL 90%

Domark have come up with, as they would say, a "completely brilliant" compilation!





With this many tin cans around things are starting to look like a Tesco's recycling plant. And who's the human fleshy one over in the corner, all tied up? I think it's disgusting, and shouldn't be allowed!!!



COMPO!

I'll bet all you people out there in Readerland understand phrases like "Gridiron" and "Play" and "Large Men in Much Padding Smashing Into Each Other over a small Ball". Well I don't. Ha! But I do like the sound of an inflatable American Football (a sort of squeaky sound when you slide it up the wall and an exploding sound when it hits a nail, that sort of thing).

Either way, Domark are giving away FIVE of these inflatable jobbies to link up with Cyberball being on the Winning Team pack 'n' that and all you have to do is answer the following easy question:

1. What is the name of London's most successful American Footie team?

a) The London Queens
b) The London Monarchs
c) Charlton Athletic

Write your answer on the back of a postcard and send it to the: **"I've got inflatable balls Compo", YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF** by June 30th.



Are you ready to take on Kiki and her friends in this unique game of strategy and skill?

Match up the 2 patterns of stones on the screen - special combinations give bonuses and secret levels. Succeed within the time limit and gorgeous girls will lead you to the next tantalising level.

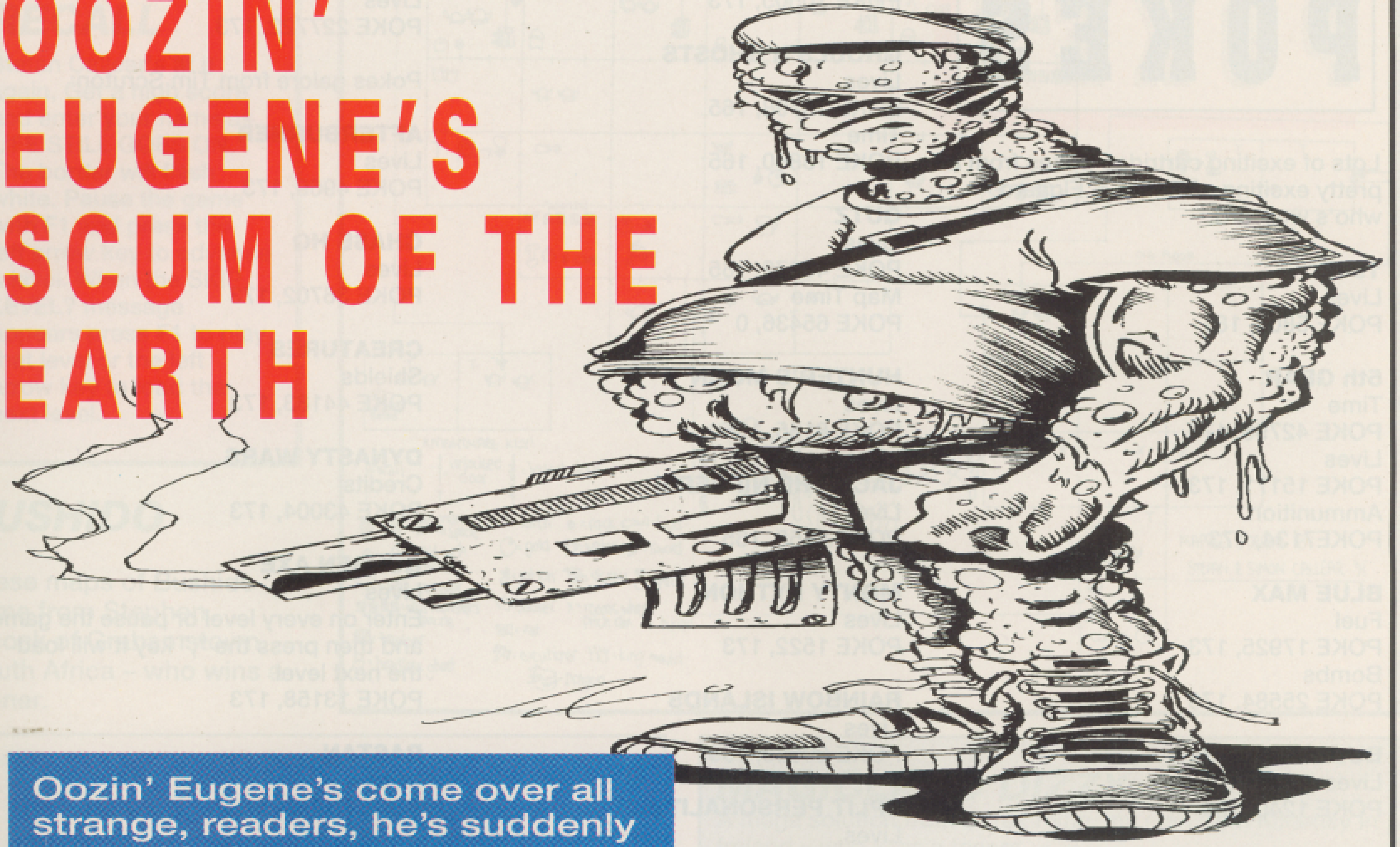
If Kiki isn't temptation enough, then 400 levels of stunning graphics, sound and speech, and gameplay so addictive that you will have to be dragged screaming from the screen, surely is.

Available on Amiga (24-99), Atari ST (24-99), PC (24-99), and C64 (10-99 cass., 14-99) disk).

Exclusive marketing and distribution by D.M.I.

To order this product or for further information please contact
Digital Marketing International Limited
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OOZIN' EUGENE'S SCUM OF THE EARTH



Oozin' Eugene's come over all strange, readers, he's suddenly started being . . . nice. It must be something he ate. Bleurgh! Let's hope it doesn't last for long!

Ian Gretton of Hucknall, Notts has a few tips for Cabal and New Zealand Story.

CABAL

From Ian Gretton

"On Cabal when you get to the second level after you've lost all of your lives don't rewind the tape just press play and press and key to load the next level.

NEW ZEALAND STORY

It's Ian Gretton again,

"On New Zealand Story when you get to level 2-2 grab a balloon and go up as far as possible then get off and go left and get on another balloon and go to the left- hand corner. Get off on the0 little ledge and keep jumping up. You should jump into the water above and then all you have to do is swim right and down then you have to rescue you little birdy friend."

David Yu stikes back with tips and passwords for several releases beginning with this hard-hitting game:

PRO BOXING

Mild Martion - No Password
Steady Eddie - Party
Dirty Larry - Talon
Fast Freddie - Sword
Ronnie Razar - Lucky
Deadly Dan - Union

OPERATION THUNDERBOLT

Press F1 and then RUN/STOP to quit. Then don't rewind the tape when it tells you to. Press play and the next level should load.

PLATOON

In the tunnel if it tells you to rewind to side B. Press fire instead and the jungle should load straight away.

SUMMER CAMP

Here's a cheat for Summer Camp from Adam Thomas, Rothwell, Northants. To get an extra mouse type calamity. Also press RUN/STOP to get more bullets. Adam finishes with a few hints: If there's a crate and some food get the crate, you may need the food later. You may have to sand on the food to get the crate.

Try all directions. Great heights kill you. Thanks Adam - loved the piccie of the orange cat.

WABBIT [YC TAPE GAME]

Stefan (my main) Callear has a few tips for Wabbit, our YC tape game: Whilst playing the game press the RUN/STOP key to advance to any level.

THUNDER BLADE

Mucho thanks to Alex Milann (if I can decipher the writing) for the Thunder Blade hints:

Level One

"On the overhead bit go as high as you can go.You can just go over the buildings on the right. On the straight ahead building stay just over the bottom half of the screen then you can hit the tanks and planes. When there is a building in front of you go diagonally upwards. On the ship bits go from left to right."

RICK DANGEROUS 1

Stephen Ley has help for Commies owners with no reset switch: "On high score table type: FLUFOMATIC BBOOIINNGG. Then press down the left hand keys to load any level, then press No.2 at any time during the game for lives and ammo, use this as many times as you like."

POKES

Lots of exciting cartridge pokes from a pretty exciting scummy, S Elgaard - who's well 'ard.

1942
Lives
POKE 5806, 181

5th GEAR
Time
POKE 42796, 173
Lives
POKE 15171, 173
Ammunition
POKE7134, 173

BLUE MAX
Fuel
POKE 17925, 173
Bombs
POKE 25584, 173

BUBBLE BOBBLE
Lives
POKE 1240, 189

CRYSTAL CASTLES
Lives
POKE 41624, 165

DONKEY KONG
Lives
POKE 44037, 173

DRAGON'S LAIR
Lives
POKE 4069, 165

GALAX-I-BIRDS
Lives
POKE 10505, 173

GHOULS`N'GHOSTS
Lives
POKE 10798, 165
Time
POKE 13860, 165

GUTZ
Lives
POKE 48372, 165
Map Time
POKE 65436, 0

HUNTER'S MOON
Lives
POKE 8155, 165

JACK THE NIPPER II
Lives
POKE 8155, 165

MONTY PYTHON
Lives
POKE 1522, 173

RAINBOW ISLANDS
Lives
POKE 29535, 189

SPLIT PERSONALITIES
Lives
POKE 7031, 173

TOOBIN'
Lives
POKE 29836, 181
Ammo
POKE 31722, 181

TURRICAN
Weaponry
POKE 16365, 0
Gyroscopes
POKE 4133, 173

VIDEO MEANIES
Lives
POKE 227722, 173

Pokes galore from Tim Scruton:

AFTERBURNER
Lives
POKE 4969, 173

CHASE HQ
Lives
POKE 36702, 173

CREATURES
Shields
POKE 44183, 173

DYNASTY WARS
Credits
POKE 43004, 173

GOLDEN AXE
Lives
Enter on every level or pause the game and then press the ";" key it will load the next level
POKE 13158, 173

RASTAN
Lives
POKE 51463, 173

SILKWORM
No enemies
POKE 32202, 173

ST. DRAGON
Lives
POKE 10469, 173

GHOSTS`N'GOBLINS
Lives
POKE 2358, 173
Time
POKE 39010, 0

MEGA-FIENDS FROM HELL

The high scores:-

Dear Ooozin Eugene,
The high scores in YC, April '91 are crap here are my own.
Turrican: 5-2 [completed]
Klax : Wave 51 [need 30 Klaxes]
PS. Stunt Car Racer : Super Div 4
Grant Gibson, Glasgow

Yeeeeaaa Grant. Nice scores but watch ya lip - or I might remove it.

Creatures
6170 [level 2.2] Stefan Callear

Batman the Movie
682,120 [completed] Stefan Callear

Turbo Outrun
12,868,100 [completed] Stefan Callear

Ghostbusters
$68,100 Stefan Callear

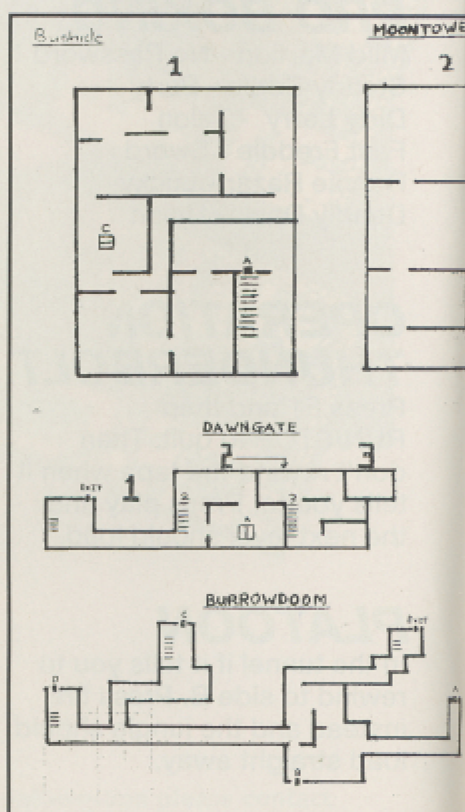
Teenage Mutant Hero Turtles
7482 [completed] Stefan Callear

Golden Axe [level 3]
Stefan Callear

Pipemania
360850 [level 32] Richard Herbert

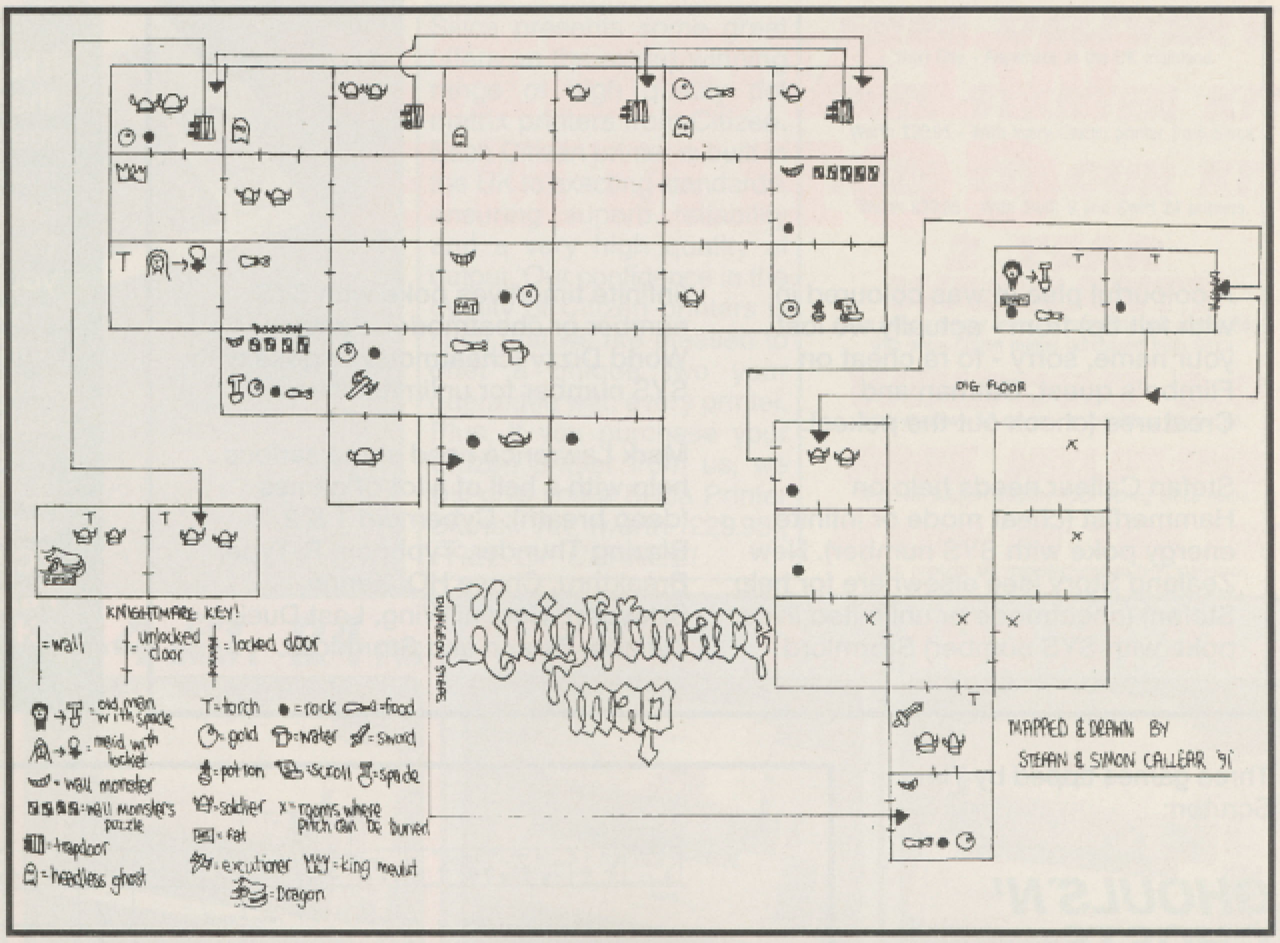
Wierd Dreams
100% completed Richard Herbert

Wonderboy
297980 [area 5 round 4] Richard Herbert



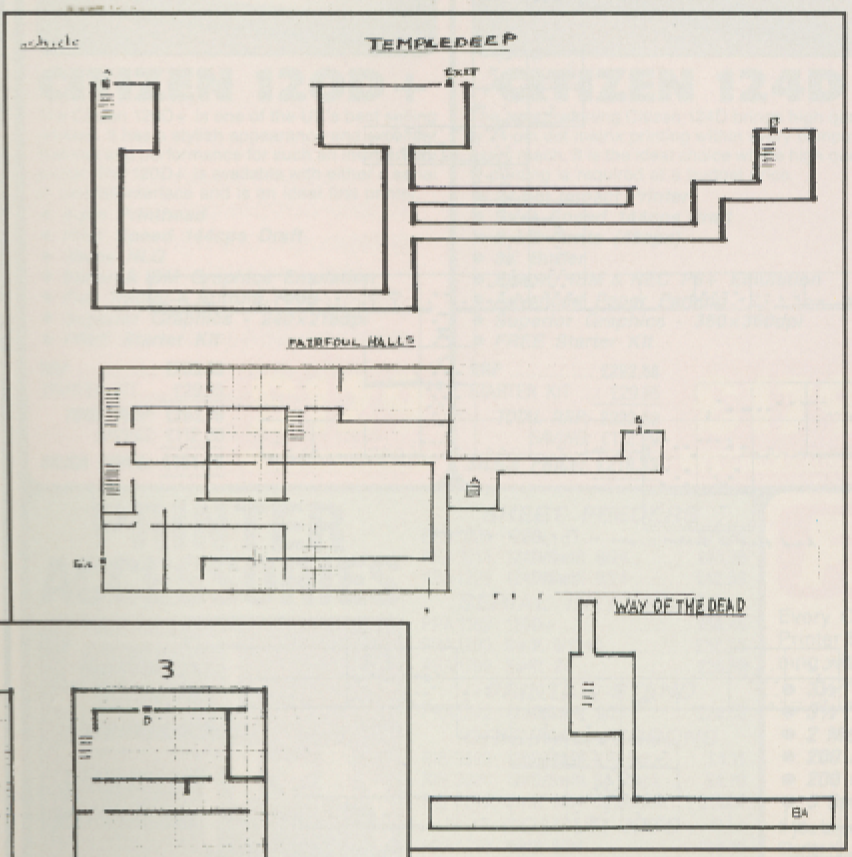
TOTAL RECALL

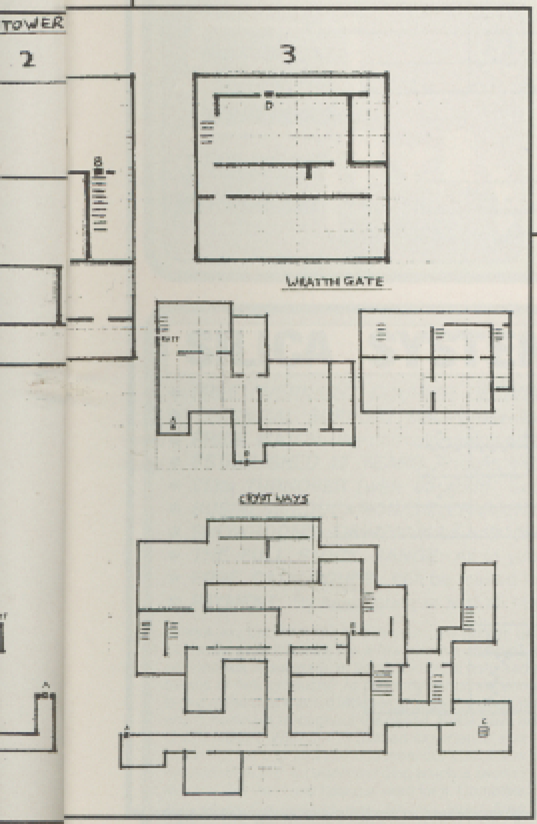
Stefan Callear's at it again, Get a high score and enter your name as LIFE STILL GOES ON. The border will flash white. Pause the game with F1 and press the left arrow key to advance a level. When the SKIP LEVEL? message appears press F1 to play that level or the left arrow key to load the next level.



BUSHIDO

These maps of Bushido came from Stephen Alcock of Grahamstown, South Africa – who wins a tenner.

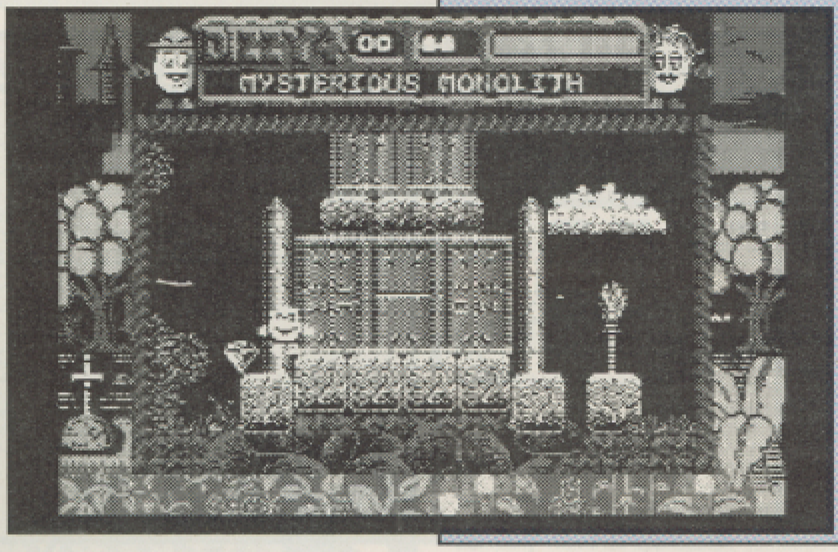




MAGICLAND DIZZY

A mega solution from Derek Pyne, my man from Killarney in Ireland – who wins a tenner.

Go left, get back door key. Get past shack and drop key at door. Go upstairs and get powerpill. Get handle also and go to the left side of the well, to wind up bucket. Kill the ghosts with powerpill and go to hot water geyser and fill bucket with hot water. Drop bucket at bushgrove and go to tower with a view. Jump across clouds and get stick in the screen. Go up to next screen and jump up to top of the monolith to get black cat. Jump up to weird henge and get dagger. Go to goat and cut rope with dagger and hit him with stick. Go back to volcano and pick up the `drink me' potion. Then get the bucket of hot water and gold cross and go to Denzil in the ice cube. Drop bucket of hot water on him and then keep going down to Ice Palace. Pick up the burning torch on the right and open secret door. Go to Daisy and give her the `drink me' potion. Go back up and get the personal stereo. Go up to bard and give him stereo. Take magic flute and go down to cat down the well. Play flute at the diamond to get past the rat. Get sticky glove and magic lamp and drop lamp on Dozy. Then get black cat and torch and give to Glenda the witch. Then cut a leaf off Dylan and get the poisonous apple and give both to Glenda. Take the weed killer she gives you and free Dylan with it. Pick up Dora and give to prince charming. Then go to excalibur and pick up with sticky glove. Go to mirror land and get past queen with excalibur. Free Grand Dizzy and get past clouds over volcano to hell. Get trident off the Devil and go to Zaks castle. Kill Zaks and take ring to Devil. Then throw it into Hades and cracks in the screen on the left.



WINGERS' CORNER

A colourful plea (it was coloured in with felt tip) from - actually we lost your name, sorry - fo ra cheat on Flimbo's quest, Batman and Creatures (check out the pokes).

Stefan Callear needs help on Hammerfist (cheat mode or infinite energy poke with SYS number). New Zealand Story (see elsewhere for help Stefan) (cheatmode or unlimited lives poke with SYS number) Stormlord (infinite time/lives poke with SYS number or cheatmode). Fantasy World Dizzy (cheatmode or poke with SYS number for unlimited lives.

Mark Lawrence need some serious help with a hell of a lot of games (deep breath): Cybernoid 1 & 2, Blazing Thunder, Typhoon, R-Type, Breakthru, Chase HQ, Xenon, Silkworm, Gemini Wing, Last Duel, Zynaps, Exolon and Stormlord.

That's your lot, you rabble! By the way, the art dept. asked me to ask you to ink your maps in rather than do them in pencil – 'cos they can't print them if they're too faint. Ta. If you've got any ideas on how to make this column even better don't hesitate to get in touch with me at the usual address. Hang loose...

Send your cheats, high scores, winges to: **Oozin' Eugene, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.**

Three games tipped by Tim Scruton:

GHOULS'N' GHOSTS

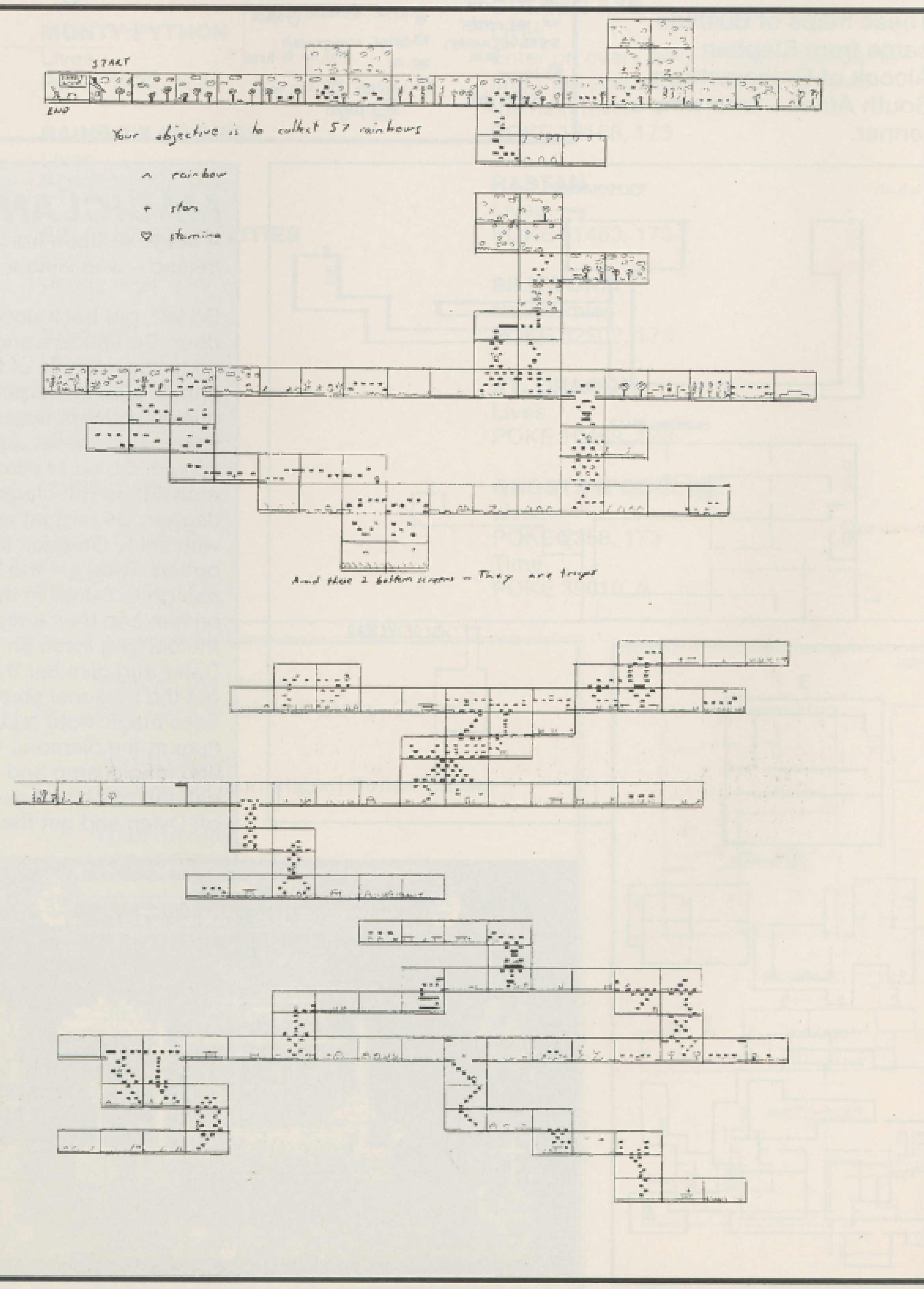
"Type in WIGAN RLFC when the scoreboard comes up, when you die and pressing S while playing will allow you to skip the present level. Also, when you loose your armour, pressing A will give it back.

MIDNIGHT RESISTANCE

type in SIAMESE on the title screen. When you play you should have infinite lives. If this does not work type in SIAMESE on the scoreboard

ROBOCOP

On the title screen of level 1 type in SUEDEHEAD. It will load the next level. On the title screen of level 2 type in DISAPPOINTED and the final level will load. Also during the game on level 1 pressing FGHJ all together lets you fly.



RAINBOW CHASER

These maps for Rainbow Chaser came from Jason Durr who I'll be kind enough to give another tenner.

ON THE TAPE

One whole full game by our resident programmer, a playable adventure demo and an exclusive level of a quiz game. You readers don't know you're born!

THE CONTENTS

A

DIP DIVER

Programmer: Richard Taylor
Type: Complete game - Arcade Action
Controls: Joystick

YC's very own programmer-on-a-string Richard Taylor has come up with an excellent undersea wobbler of a game this month. It goes under the proud name of Dip Diver and is set deep beneath the sea, which is better than a game set on the sea because you do tend to bob up and down in a very sick-inducing manner ON the sea, whereas you don't when you're UNDER the sea. So there you go.

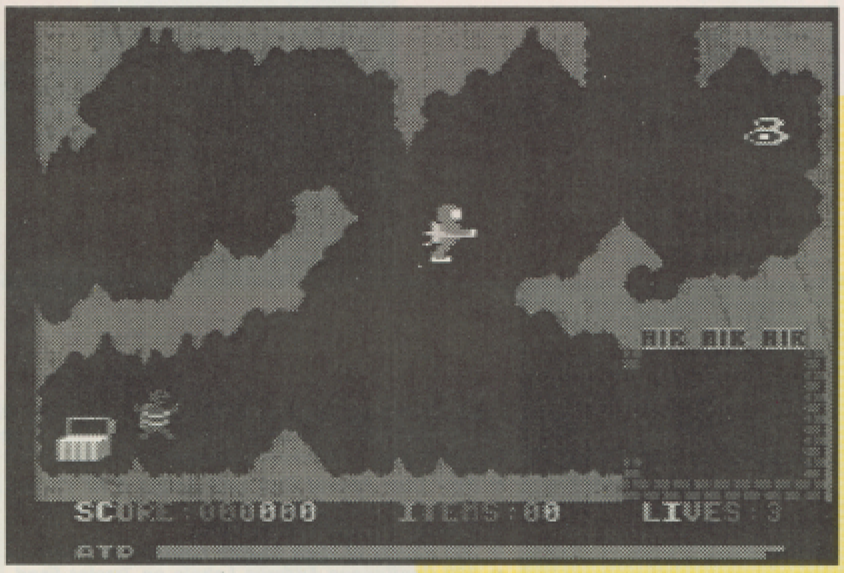
Anyway, you play a diver who has stumbled across a whole load of sparkly treasure and who would like nothing more than to make off with it pretty quick before anyone else comes along, like the person who left it there in the first place. So you have to negotiate the tortuous rock passageways and collect all the flashing treasurey objects.

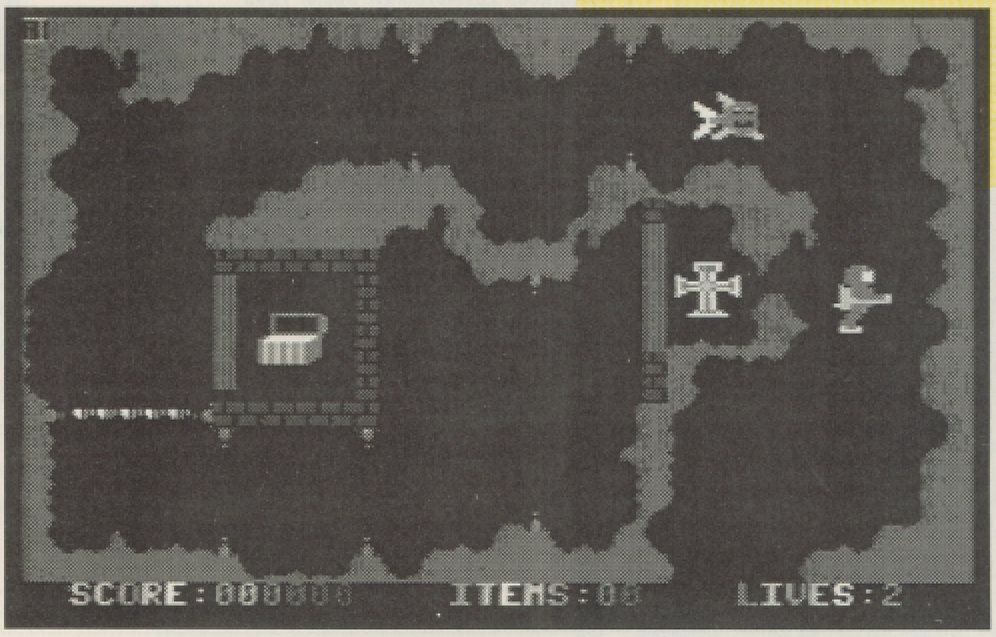
Unfortunately, there are lots of creatures trundling around these caverns and they're not too nice to touch. They won't go for your throat but you'll die if you touch them. And you can't shoot in this game, you have to use your skill and wits to avoid them.

You also have to avoid the rock walls which are rather sharp and will kill you off and take heed of your air bar which is constantly heading downwards. If you run out of air - you die. Simple, huh? But you can save yourself by topping your cannisters up in the special Air Rooms dotted about the place.

The controls are the ever-so-standard normal directions (including diagonals) and 'Runstop' pauses the game.

So dive in and let rip!





B

DOUBLE DARE

Programmer: Bizarre Development
Type: Playable demo - Quiz/Action Game
Controls: Joystick in port 1 (for assault course)



Come on, you've all watched Double Dare on TV, haven't you. You might think it good or bad but you all watch just to see people get covered in gunge. Go on, admit it!

But seriously, whether you do or not you can now play the C64 version of this exciting quiz game. It's a panel quiz - that doesn't mean lots of corrugated iron gets asked questions, that means a group of people play and answer - in which you can play against either a friend or a computer. It's got several puzzles of skill and dexterity, which are called 'Challenges', and they help you increase your score and keep control of the board. You will be asked questions until you answer wrongly or fail a challenge, then the questions will be given to the other team until they fail to answer or fail a challenge.

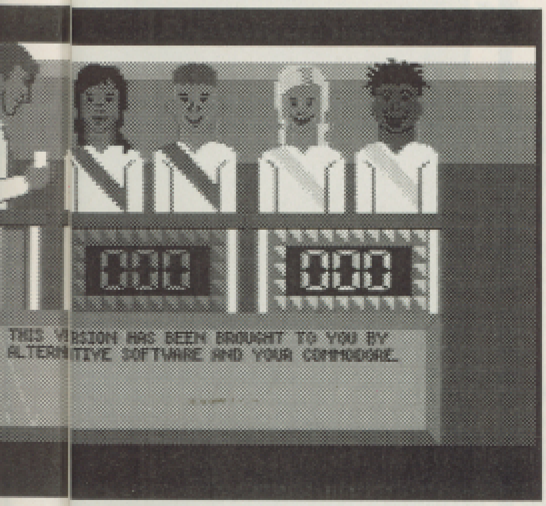
If you win the quiz game, you will take on the Double Drae assault course but watch out for the gunge tank and hurry up! There's a strict time limit.

HOW TO PLAY

The gamne begins with an on-screen representation of two opposing teams (red and yellow) and the quizmaster. You are then asked by the quizmaster if you wise to load

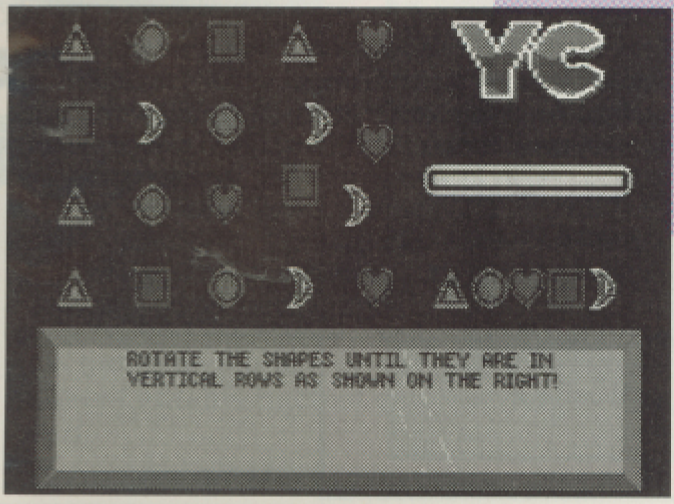
the extra set of questions supplied with the tape. After this, you are asked to select either joystick or keyboard control and for player two you will be given the option to play against a friend or a computer opponent. The computer opponent has a fair degree of intelligence in certain fields of knowledge, so it is important to try to keep control of the board.

When play commences, the red team always starts. The quizmaster will ask a



question and you must choose an answer from one of the three given. If you are unable to answer, you may 'Dare' the other team to answer. If the opposing team are unable to answer, they will 'Double Dare' the question back to you. You may then answer the question or undertake a 'Challenge'.

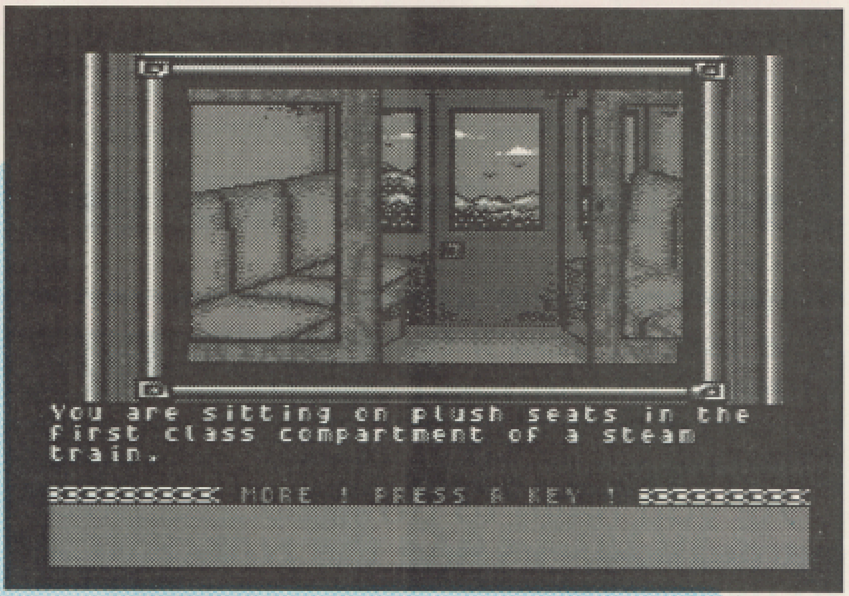
The 'Challenges' take the form of puzzles played against the clock. They are:
1. Rearrange the squares to form a picture of a well-known person (Jason Donovan, Madonna, David Bowie).
2. Copy an ever-increasing sequence of flashing lights.



FAMOUS FIVE

Programmer: Enigma Variations
Type: Playable demo - Adventure
Controls: Er... keyboard!

It's the Hols and time for fun and jolly japes with the Famous Five. The Five (Julian, Dick, Anne, cousin George and Timmy the dog) are knockabout mystery-solving funsters and have been invited to stay with Aunt Fanny (George's Mum) on an island and what a strange and suspicious island it is too.





Enigma Variations don't give too much away but in the whole adventure you have to solve all manner of puzzles and find treasure (probably).

In this special version, which has a pile of locations you can visit, just to get a taster of the full game, you play ALL of the Famous Five. No, not all at the same time, you swap between them during the game. Apparently one may see things different from another so it pays to swap about. The characters are as follows:

Julian - Is the oldest and the most intelligent. He is also quite strong.

Dick - Is the greediest and thinnest. He is also quite strong, but perhaps not as strong as Julian.

Anne - Is the youngest. She is also the weakest and most easily scared. Anne tends to look up to Julian.

George - Is the bravest and has a quick temper. She likes to be treated as if she were a boy and is the best swimmer. George can be a bit difficult at times.

Timmy - Timmy is very licky but unfortunately you don't get to play him.

It plays like a normal adventure, and if you don't know about them by now, er, read more Paul Rigby!

"OH NO, CAPTAIN, WE'VE GOT A TAPE PROBLEM ON THE STARBOARD BOW!"

(SCENE: The Starship Enterprise is stranded in deep space, the crew members on the Bridge are facing a deep dilemma...)

SCOTTY: The Dilithium crystals cannae take another drain like that from the Klingons, we'll haftae find some way to get more power.
UHURA: And there's a worse problem, Captain, I bought a copy of YC at Starbase WH Smiths last week and the the tape on the cover won't load.
KIRK: Have you checked your Datacorder with some other games?
UHURA: Yes, Captain.
KIRK: And have you tried adjusting the heads on the Datacorder?
UHURA: Yes, Captain. I've tried everything.
KIRK: There's only one course of action open to us. Scotty - connect the exercise bicycle to the Dilithium crystals and start pedalling. Spock - find the address of Stanley Precision Data Systems and blast the YC cassette back across deep space at Warp 10 immediately to get a replacement.
SPOCK: That's highly illogical, Captain, but your idea just may work...

If you're having tape probs, send your duff 'un to:
YC Tape 18 Returns, Stanley Precision Data Systems, Unit F Cavendish Courtyard, Sallow Road, Weldon North Industrial Estate, Corby, Northants, NN17 1JX.

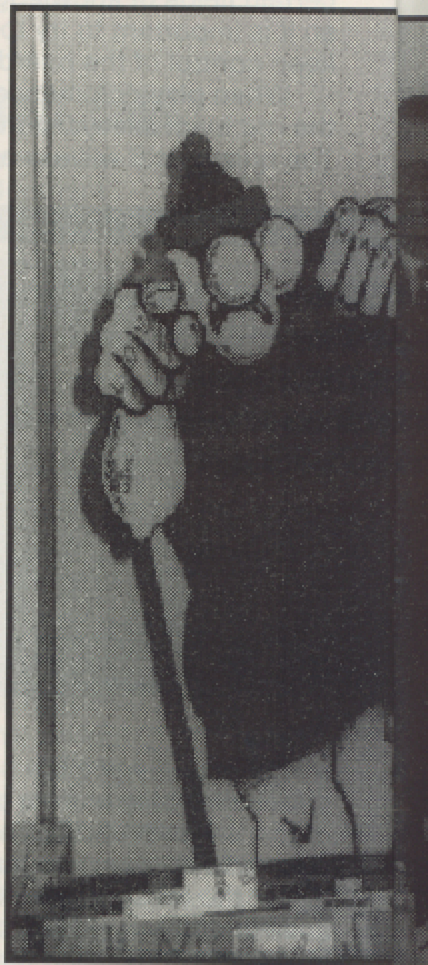
(Later...)
SCOTTY: I wonder if that company really is run by Mr Stanley Precision.
KIRK: Be quiet and keep pedalling...

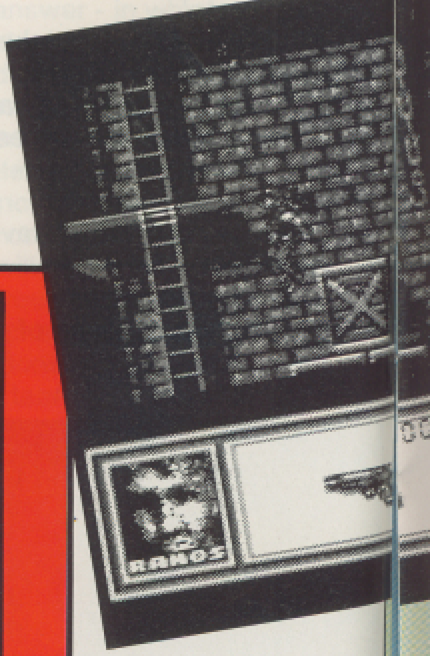
THE YC GO

When you look at what we've got in the Goody Bag this issue, you'll think Christmas has come early. Oodles of blagged compo prizes could be yours for the price of a stamp and we're not even getting you to answer any awkward questions!

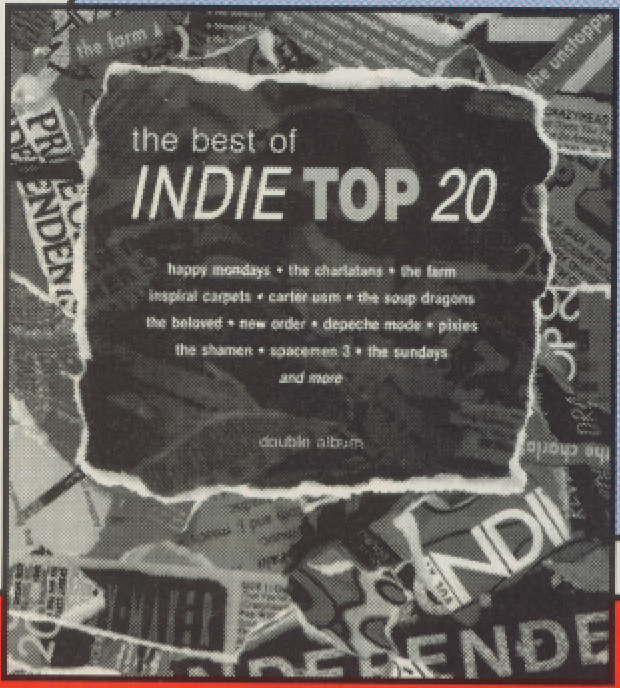
All you have to do is send a postcard with your name, address and the NAME of the PRIZE you're after to us at **"THE YC GOODY BAG", YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.**

Send one postcard for each prize you want to go for. Or, if you want to enter for ALL the prizes, just send us six different postcards in one big envelope with 'LOADSAPRIZES" on it to the YC address.





5 BEST OF INDIE CASETTES



Just to round off the indie theme, this last prize is a compilation of 22 tracks that are both stunning and slightly different to yer run-of-the-mill pop music. It's got Happy Mondays, Farm, Charlatans, Inspiral Carpets, Soup Dragons and loads more... (Write "INDIE" on your card)

5 PARIS ANGELS CD'S

YC is always open to hot dance sounds and Paris Angels have just the right groove. This lot (who've almost got into the Top 40 once or twice) are on their way up. So catch 'em now - with a CD of their new single "Oh Yes". (Write "PARIS ANGELS" on the card)



OODY BAG



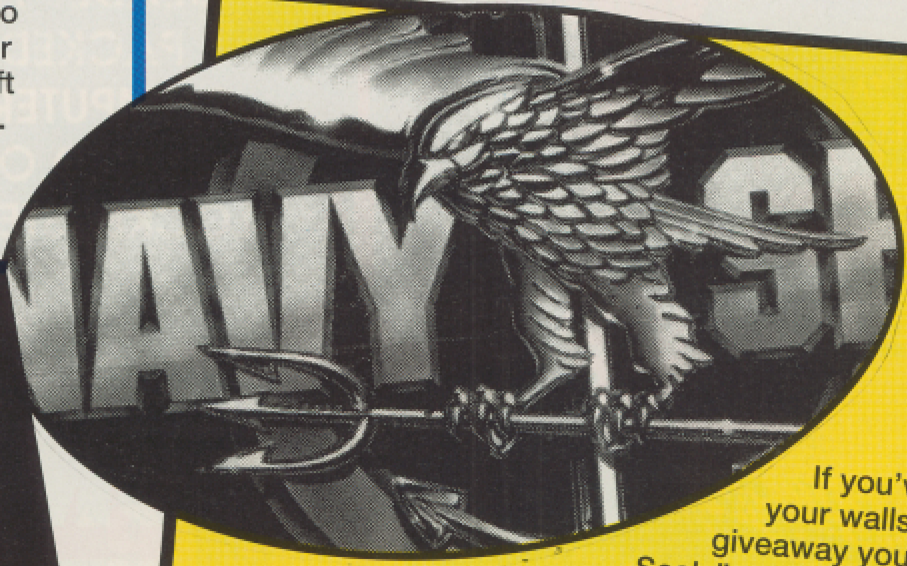
HUGE CUT-OUT BIFFA BACON

Virgin have really excelled themselves here, they're offering a life-size cardboard cut-out Biffa Bacon, straight from the pages of Viz. It is modelled here by Andrew Wright from Virgin who is a very silly man indeed. If the Biffa in the pic was real, Andrew would probably have no teeth by now, for being such a soft Southern Jessie. (Write "BIFF" on the card)



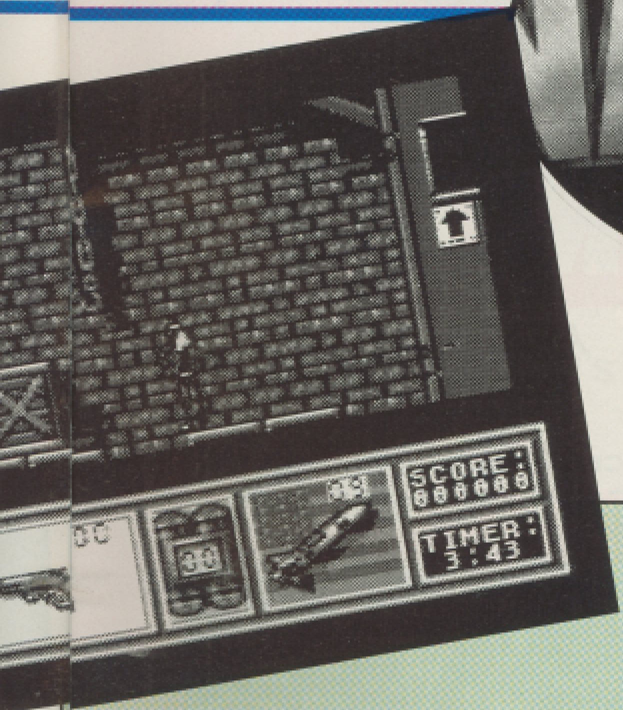
5 NEW FAST AUTOMATIC DAFFODILS 12"S

The New Fast Automatic Daffodils have a particularly silly name but their new single, "Get Better", isn't silly at all. In fact it's a killer of a disc. Every home should have one... (Write NEW FADS on the card)



20 NAVY SEALS POSTERS

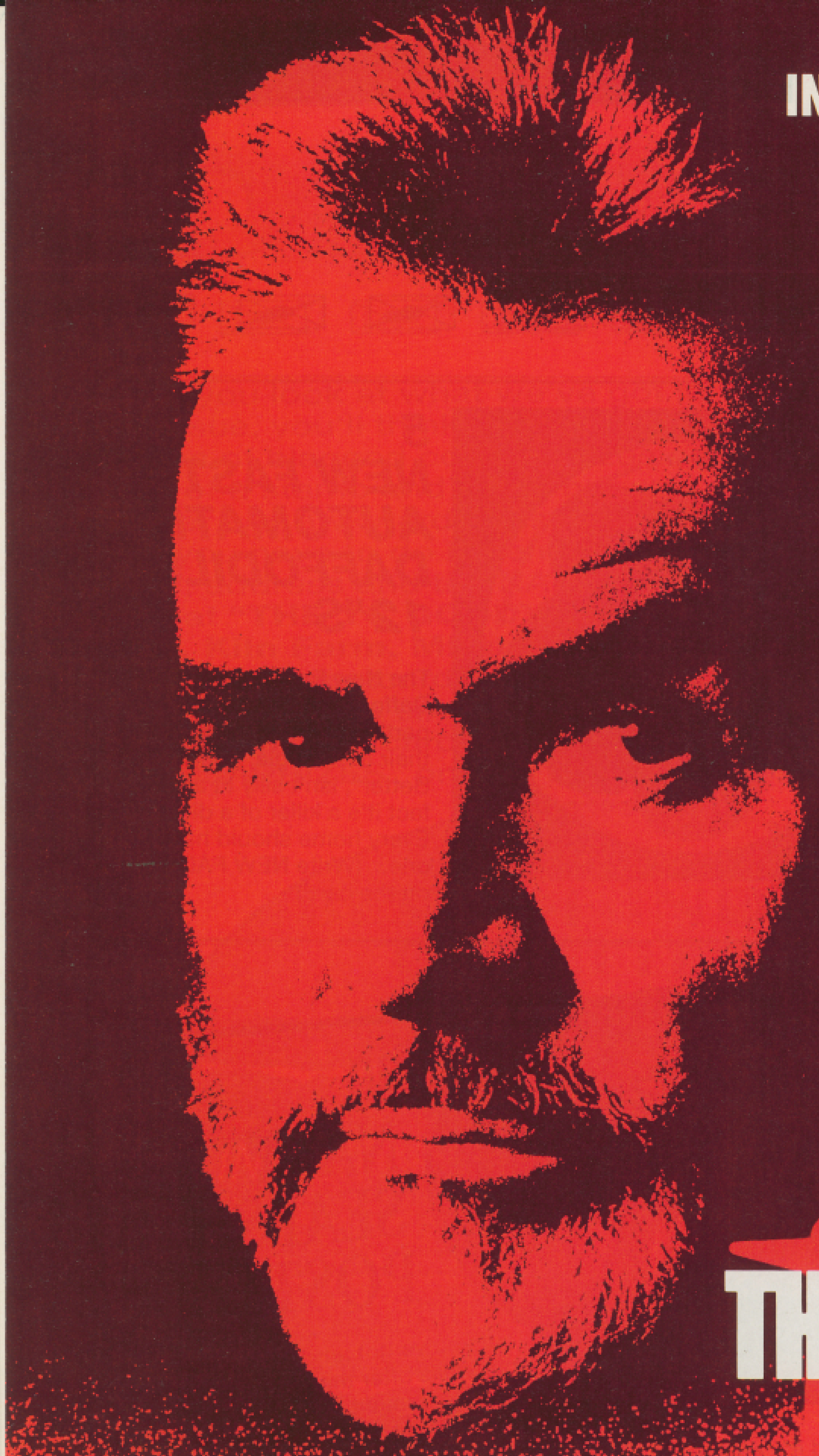
If you've got any room left on your walls after the last poster giveaway you might like a "Navy Seals" poster to cover up embarassing stains or maybe just because they're rather swanky. And it's so simple... (Write "NAVY SEALS POSTER" on your card)



5 NAVY SEALS CARTRIDGES

You've read the review, now we're going to give away some copies of this game-of-the-film on those exciting and spiffy cartridges which plug straight into the back of your 64! (Write "NAVY SEALS GAME" on your card)

ALL ENTRIES SHOULD BE IN BY 1 JULY 1991.



INVISIBLE. SILENT. STOLEN.

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YOU ARE IN COMMAND IN THIS DEADLY ACTION PACKED *NEW* COMPUTER GAME BASED ON THE BLOCKBUSTER MOVIE.

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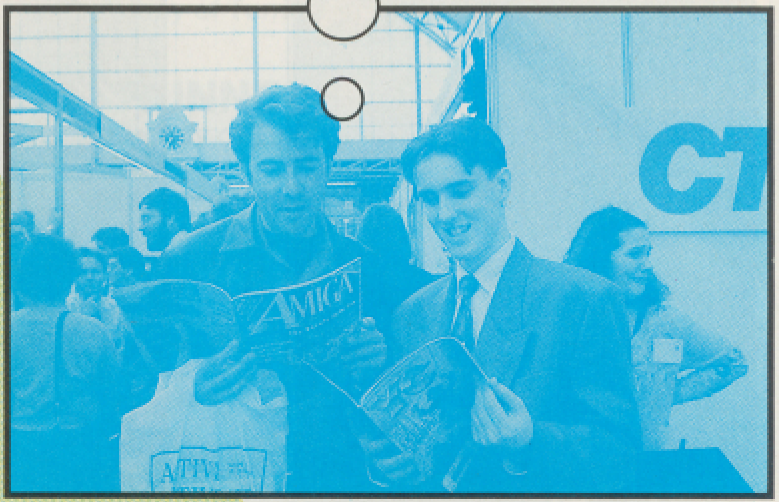
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NEXT MONTH

IN THE BESTEST 64 MAG IN THE WHOLE WIDE WORLD (PERHAPS)



IN/ON THE NEXT YC:

ANOTHER THRILLING COVER TAPE:

Stuffed full of games and demos for your C64.

THE FINAL HEAT OF COMPUTER BOFFO:

The Heads of Britain's games companies get hopelessly humiliated by a stream of fiendish questions, the winner goes to the final!

PLUS: LOADS OF NEWS, REVIEWS, COMPOS, CHEATS, FEATURES AND MORE, MORE, MORE!

YC JULY '91 -

Better than Granny's Bingo any day, and no mistake!

OUT JUNE 28

Naturally, we don't like to promise anything about the next YC because we just may get some even BETTER ideas which we want to stuff into the already bulging magazine, so we reserve the table for 8.30, er, reserve the right to change the content of the next YC if we like. Happy?

Please mister newsagent, reserve a copy of YC for me every month. In return I'll hand over my rather crucial pocket money although it pains me to do so, and I wouldn't do it for any old crappy magazine.

MY NAME ....

MY ADDRESS ....

....

....

Give this to your local paper shop before it blows away!

WIN LOADS OF RAINBOW ARTS TURRICAN GOODIES!

IF ANYONE CAN, TURRICAN!

WHAT YOU CAN WIN:

5 FIRST PRIZES: A Rainbow Arts goody bag containing: A Turrican T-Shirt, Mug, Badge, Sticker and a copy of Turrican I.

10 RUNNERS-UP PRIZES: A copy of Turrican I.



Even though their PR person didn't win Computer Boffo, Rainbow Arts have smiled upon YC and given us simply squillions (well, a good few, anyway) of copies of Turrican I to celebrate how spiffingly well Turrican II has done since it got a rave review in YC. So get your thinking hats on and you could soon have your blasting hats on. Look out aliens...

WHAT YOU HAVE TO DO:

Write a caption for one of the members of exciting (perhaps) 1970's supergroup ABBA as shown in this picture (Either bubble A or B). No, the horse wasn't in the band but you could write a caption for it instead if you wanted (bubble C).

Then write in on a postcard or sealed envelope and send it to the address on the right. The first 5 will win a goody bag, the 10 runners-up will get just a copy of Turrican.

Send your entry by July 1st to:

"Gimme Gimme Gimme a copy of Turrican (After Midnight) Compo",
YC,
20 Potters Lane,
Kiln Farm,
Milton Keynes,
MK11 3HF.

And the Editor's decision is final - and by God can he be firm sometimes.

TALES FROM THE SCRIPT II

He hasn't been sued yet – so he's back for a second issue! It's Dave Hughes, with a flicks column as believable as a copy of The News of the World!

SHORT TAKES

A BROS FOR THE 90'S?

He's short, plump and bleeps a lot, and I'm not talking about Metal Mickey. He's also an Italian plumber from Brooklyn and, like all the stars of our time - Madonna, Gazza, Sting - goes by one name alone. I refer, of course, to Mario, Nintendo's extraordinary console game character who was revealed in a recent US survey to be the most popular animated character of all time; bigger even than Mickey Mouse!

Now, as if to justify the very existence of a film column in a computer magazine (now there's an idea!) there's talk of a SUPER MARIO BROTHERS movie starring Danny TWINS DeVito and Dustin RAIN MAN Hoffman. Remember where you heard it, er... last.

JACK'S BACK AND THIS TIME HE'S DRAC!

Here's an exclusive, though: 'Joker' Jack Nicholson - missing from the recently-confirmed cast of BATMAN II - is poised to play Count Dracula in Francis Ford Copious (sorry, Coppola)'s new epic based on Bram Stoker's classic vampire novel.

Nicholson, whose latest movie THE TWO JAKES (which he also directed), was an undeserved flop in the US, beat British Oscar-winner Jeremy Irons to the role, in which he will be ably supported by Winona HEATHERS Ryder (who, you may remember, was also cast in Coppola's GODFATHER PART III but had to retire due to post-MERMAIDS exhaustion), John Hurt and Joss LETHAL WEAPON II Ackland.

The romantic tale is still without a title (the rights to



JACK NICHOLSON

the title DRACULA are held by Universal Pictures) but this punter's money is on COUNT DRACULA. "Nicholson may have been born to play the Joker," says one insider, "but he's dying to play Dracula!"

For the record, BATMAN II now stars Michael Keaton (Batman), Danny DeVito (Penguin), Annette GRIFTERS Bening (Catwoman - perfect casting) and LOOK WHO'S TALKING TOO's Damon Wayons (playing a young, black, male Robin!). Tim Burton will direct before he helms BEETLEJUICE IN LOVE but neither Nicholson nor Kim Basinger will be back...



PATRICK BERGIN (right)

HOOD ATTACKS THIEVES!

20th Century Fox, who got the unpleasant end of the stick by signing Patrick SLEEPING WITH THE ENEMY Bergin to their ROBIN HOOD movie while Morgan Creek landed Kevin DANCES WITH WOLVES Costner for PRINCE OF THIEVES, have tried to get their own back with a sneaky piece of marketing.

Not only have Fox rush-released ROBIN HOOD so that it arrives a couple of months before Costner's blockbuster, but they've also left Bergin conspicuously off their advertising campaign, which simply offers a view of some arrows, some trees and the line "ROBIN HOOD: The Real Adventure Begins". Don't be fooled - wait for July's real adventure with Costner, Morgan Freeman, Mary Elizabeth Mastantonio, Christian Slater, Mike McShane, Brian Blessed and Sean Connery. Now that's a cast!

Meanwhile, Patrick Bergin is due to replace Kenneth HENRY V Branagh in the forthcoming movie of Leslie Charteris' THE SAINT...

IF IT MOVES, REMAKE IT!

Disturbing Belgian psycho-thriller THE VANISHING has joined the equally-disturbing list of successful list of foreign films scheduled to be remade in Hollywood this year. Already slated to suffer the same fate as TROIS HOMMES AT UN COUFFIN (remade as THREE MEN AND A LITTLE LADY, starring Ted Danson) and COUSIN, COUSINE (remade as COUSINS, also, strangely, starring Ted Danson) are the exquisite CINEMA PARADISO and Pedro Almodovar's outrageous TIE ME UP! TIE ME DOWN!, the Hollywood version of which is set to star

II: THE REVENGE

Kimmy Basinger and Ray GOODFELLA's Liotta.

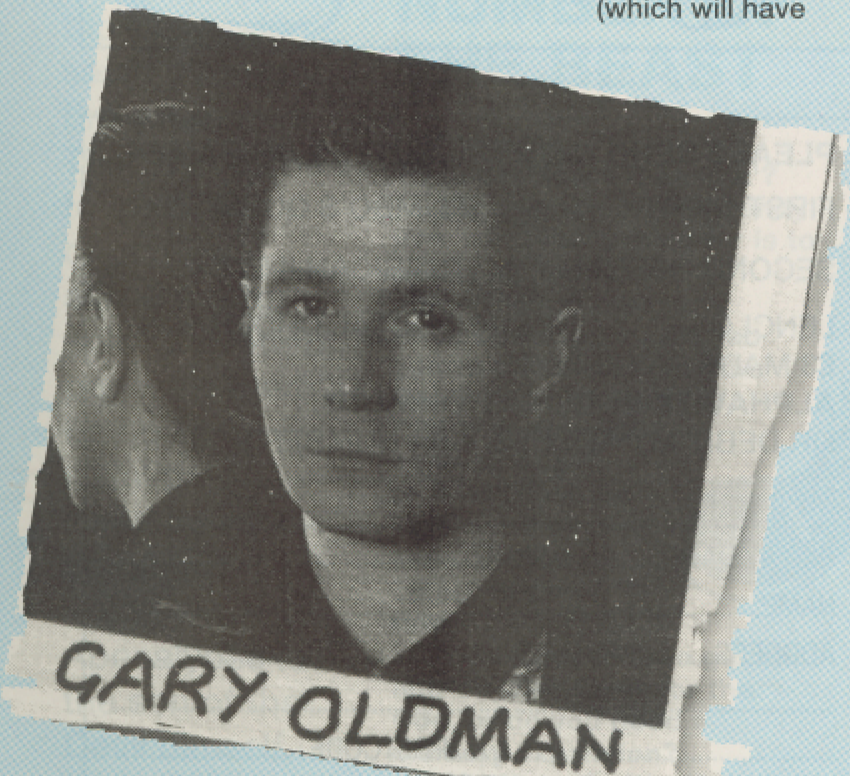
I'm still uncertain whether Luc Besson's insistence that NIKITA is on the remake schedules is merely a ploy to get Americans to take the French version seriously...

STONED AGAIN

Oliver Stone, Sixties-obsessed writer/director of SALVADOR, BORN ON THE FOURTH OF JULY and, most recently (and least effectively), THE DOORS, has finally abandoned the EVITA movie (set to star Madonna and Jeremy Irons) in favour of JFK, which reconstructs the events following the 1963 assassination of President John F. Kennedy in Dallas, Texas.

Already signed to the project are Kevin Costner (who chose JFK over CHRISTOPHER COLUMBUS), John UNCLE BUCK Candy and Gary Oldman. Oldman will play alleged assassin Lee Harvey Oswald, adding to his impressive back catalogue of psychotic roles, which include playwright Joe Orton, guitarist Sid Vicious, poet Dylan Thomas and, soon, child-murderer Ian Brady (opposite Francis Barber or Eastenders' Susan Tulley as accomplice Myra Hindley).

Meanwhile, that other well-known Stone, Fred Flintstone, will find live-action film fame in 1992 when THE FLINTSTONES, starring John KING RALPH Goodman and Danny DeVito, directed by Bob BACK TO THE FUTURE Zemeckis or Ivan TWINS Reitman, hits the big screen...



SCHWARZENEGGER STUFFS STALLONE!

The ballooning budget for Arnold Schwarzenegger's summer blockbuster TERMINATOR 2: JUDGEMENT DAY (impressively advertised as simply T2) has wrecked Carolco;s plans to make science fiction thriller ISOBAR (previously titled DEAD RECKONING) starring Sylvester Stallone. T2's pioneering special effects (which will have helped to push the film's costs up to a record $108 million by the time its record 3,000 prints are released to cinemas in July) have meant that ISOBAR - set at a time in Earth's future when the atmosphere has gone completely and the population are forced to live in glass-enclosed City-States - has been as good as scrapped.



The ludicrous cost of T2 seems all the more outrageous when one thinks that director James Cameron's original TERMINATOR grossed a mere $38 million at the US box office...

ABSOLUTELY NO COMPETITION

You won't believe this month's competition. That's right, we've got TEN super copies of 1990's most successful movie, GHOST, plus TEN shirts shaped like a 'T' (almost like, well, T-Shirts), thanks to CIC Video and Adrian 'Wrigglyfish' Rigelsford. All you have to do to win a video and possibly a shirt is to complete the following sentence in a witty and reasonably original way in TWELVE words or less...

"I think Demi Moore is far too good for Bruce Willis because..."

Send your responses on a postcard, the back of an envelope, or ten pound note to: **"Well, the bit in the lift was quite funny, I suppose" Competition, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HP**. The ten funniest will each get a pair of goodies, oo-er.

SEQUEL CITY

Hollywood continues to announce far more sequels than are good for it. Latest classified results are PROM NIGHT 4, XTRO 2, STEPFATHER 3, PUNISHER 2. CHILD'S PLAY 3, SCANNERS 2, THE UNNAMEABLE 2, THE HOWLING 7, YOUNG GUNS 3, ALIEN 4. ALIENS vs PREDATOR is a late result and telephone claims are required for anyone with a plausible script for DIE HARD 3: DIE HARDEST.

Meanwhile, forthcoming sequels with almost imaginative titles include THE ROCKY HORROR PICTURE SHOW II: THE REVENGE OF THE OLD QUEEN and BILL AND TED GO TO HELL. More, please!

NEXT ISSUE

More film fiction next issue (YC lawyers permitting), including the low-down on all the forthcoming 'blockies' and 'floppies', plus more allegedly humourous compos. Where? Only in YC QUICK, still only 10p! That's the way I like it! (Er... thanks Dave - Ed).

READER OFFER

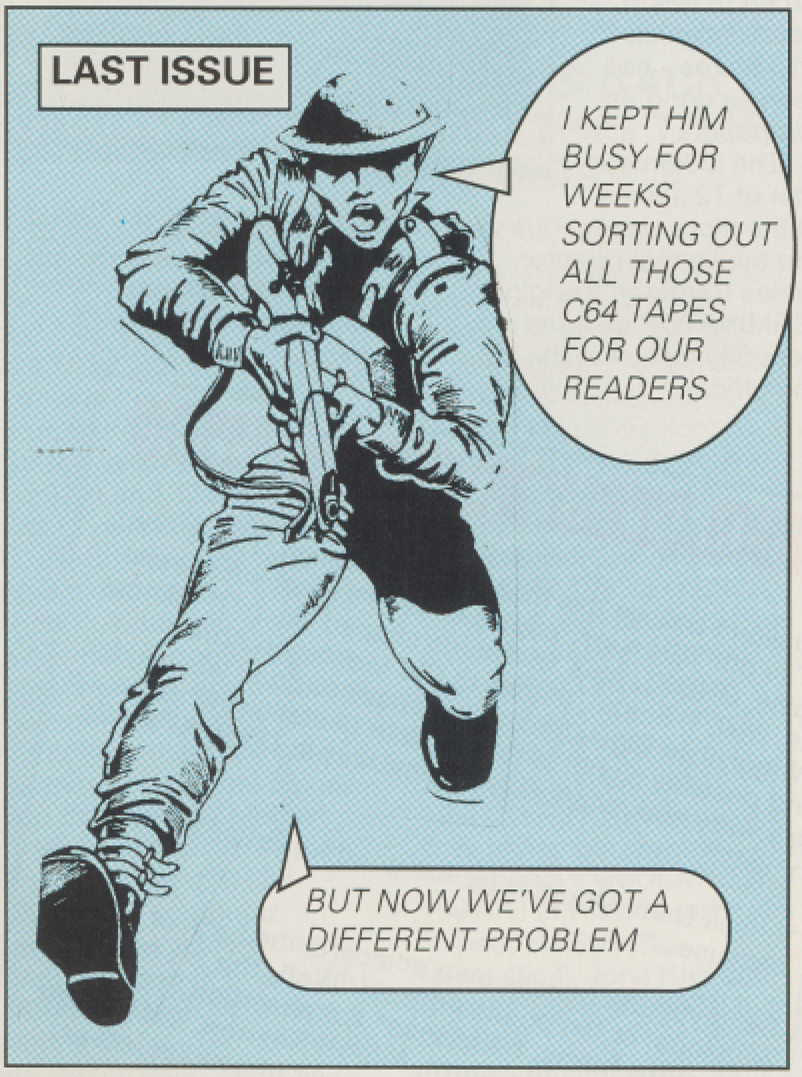
HAPPY HENDERSON

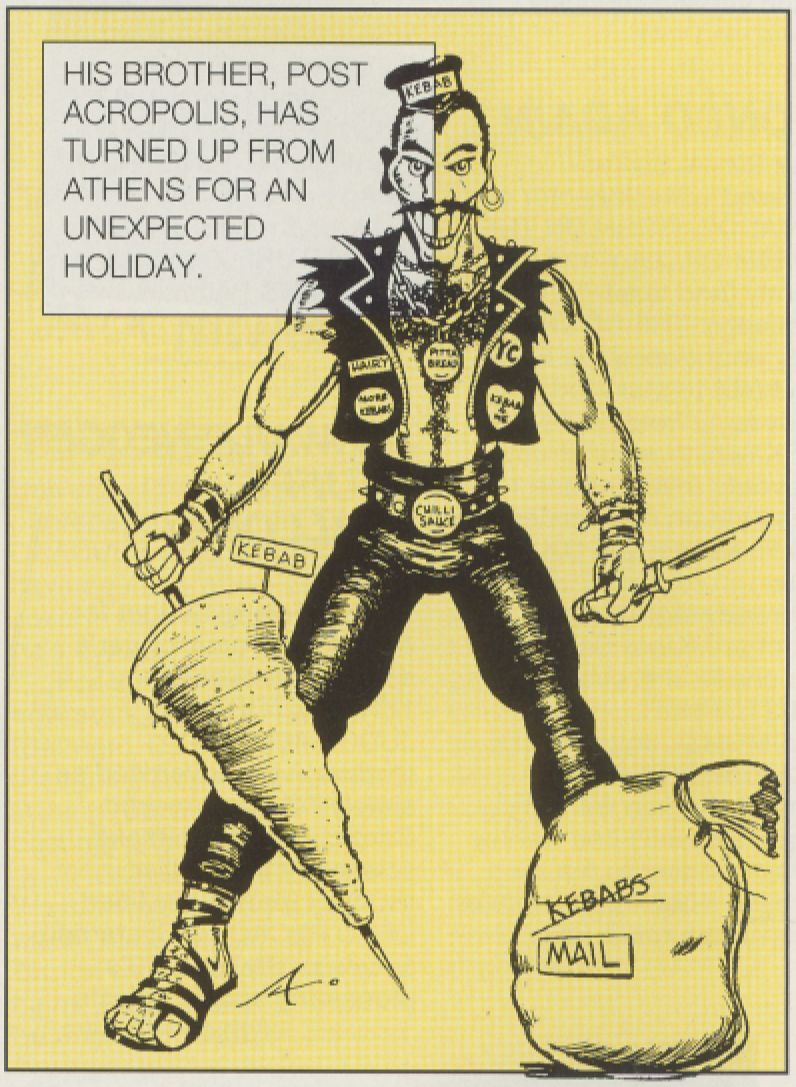
THE JOURNO WITH A JINGO



THE STORY SO FAR ....

IN HIS ATTEMPT TO KEEP POST APOCALYPSE OUT OF TROUBLE, HAPPY HENDERSON TOLD OUR POSTY WITH THE MOSTY TO GET HIS BUTT DOWN INTO THE MAIL ROOM SHARPISH. WHAT POSTY DIDN'T KNOW WAS THAT RIK, OUR JOURNO WITH A JINGO, HAD BREWED UP SOME PRETTY SPICY READER OFFERS.





SO TO KEEP THEM BOTH BUSY WE'VE DREAMED UP A NEW READERS CASSETTE OFFER. YOU CAN STILL SEND OFF FOR OUR FIRST OFFER OF TWO CASSETTES WHICH INCLUDE FLIMBO'S QUEST (DEMO), FINDERS KEEPERS, KENTILLA, MICRODOT, SPOTS AND RAINBOW CHASER + + +, OR YOU CAN NOW OBTAIN TWO OTHER CASSETTES THAT YOU MAY HAVE MISSED WHICH INCLUDE TURRICAN II DEMO, QUAD, RUNAWAY, BAZAIR, DOMINOES, LIBERTE AND TIME MACHINE DEMO FROM ACTIVISION. SIMPLY SEND A CHEQUE OR POSTAL ORDER FOR **£3** MADE PAYABLE TO **ALPHAVITE PUBLICATIONS LTD.**, ADDRESSED TO **20 POTTERS LANE, KILN FARM, MILTON KEYNES MK11 3HF** AND WE'LL DO THE REST.

PLEASE SEND ME 2 CASSETTES OF GAMES.

FIRST OFFER ❑ (FLIMBO'S QUEST ETC.)

SECOND OFFER ❑ (TURRICAN II ETC.)

I ENCLOSE MY CHEQUE/POSTAL ORDER FOR £3 MADE PAYABLE TO
ALPHAVITE PUBLICATIONS LTD.
OR DEBIT MY ACCESS/VISA NUMBER

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NAME..

ADDRESS..

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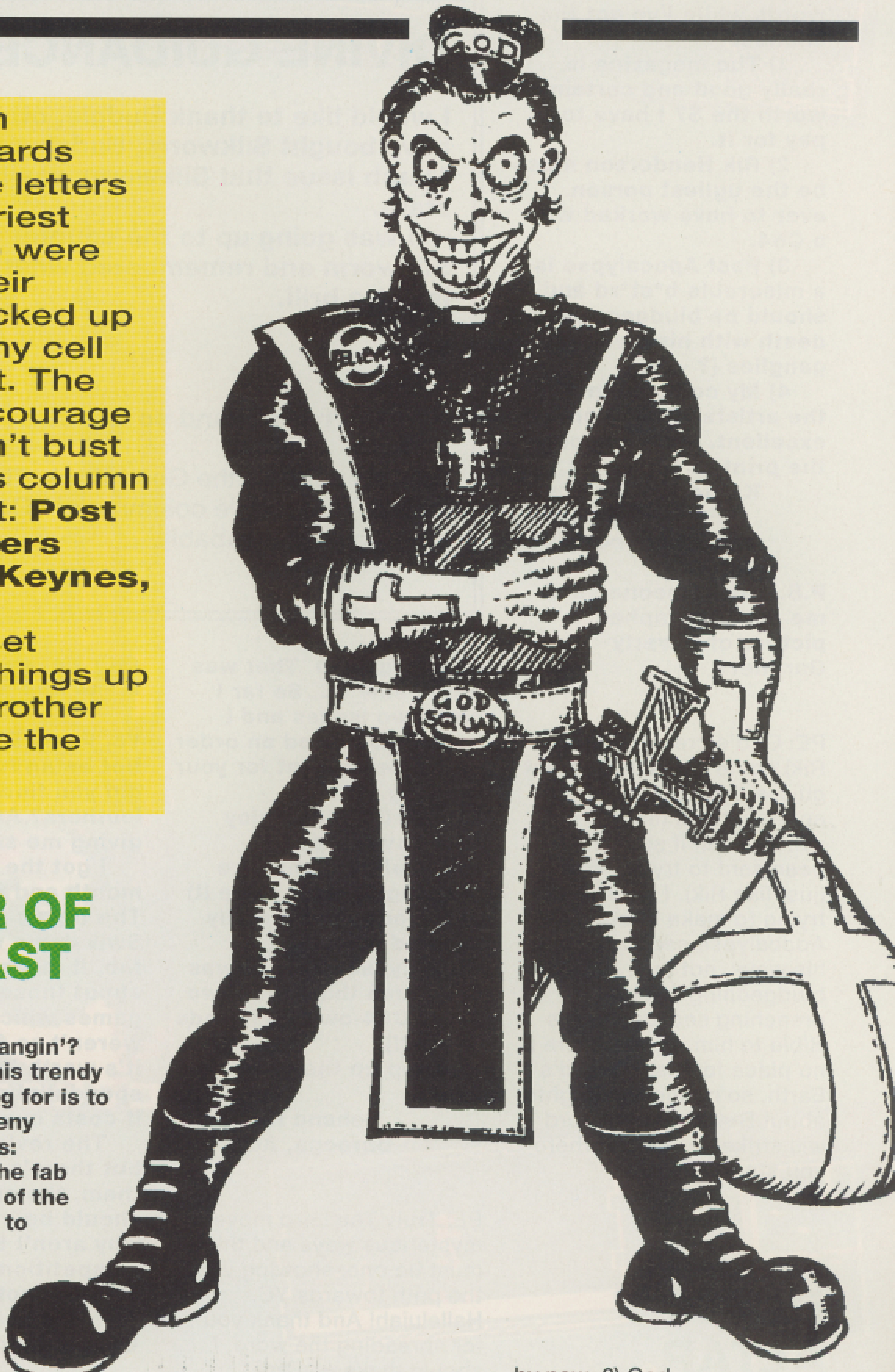
....POSTCODE......................

ALLOW 28 DAYS FOR DELIVERY

POST ENLIGHTENMENT

Post Apocalypse has been accused of putting backwards Satanic messages into the letters column - just like Judas Priest (dodgy 1970's metal band) were meant to have done on their records - and has been locked up in a rather dank and gloomy cell underneath the High Court. The Judge can't pluck up the courage to see him and Postie didn't bust out in time for this month's column but you can write to him at: **Post Apocalypse, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.**

For this month, here to set things straight and clean things up is Postie's preacher half-brother Post Enlightenment. Praise the Lord!



Sit up straight in those wooden seats, I'm Post Enlightenment. The Lord came to me in a dream and asked me to edit YC's letters page. So there'll be no sinful killin' or swearin' while I'm about. That Post Apocalypse is the son of the Devil himself, and no mistake.

NUMBER OF THE BEAST

Dear Posty,
Yo dude! How's it hangin'?

But enough of this trendy jive, what I'm writing for is to ask you a teeny weeny amount of questions:

1) Will some of the fab games like Shadow of the Beast be converted to C64 tape from C64 console originals?

2) Will you be making all of your reviews colour in the future?

3) Is it possible to get an add-on Disc Drive for the C64, or do you need a memory expansion?

Matthew Smith, Mansfield
P.S. Print this or die!

PE: I noticed your mention of 'The Beast', this computer game must be one of the limbs of Satan himself! As for your questions, 1) If the Lord had meant this game to be released on tape he would have done it by now, 2) God gives us colour for many things and we must make the best use of it we can in YC, 3) Commodore do a disk drive for the 64 and you don't need a scrap of extra memory, praise the Lord.

ALL CREATURES GREAT AND SMALL

Yo Ladz,
I just wanna say a few words while I've got the chance:

1) The magazine is really good and certainly worth the $7 I have to pay for it.

2) Rik Henderson must be the ugliest person ever to have worked with a C64.

3) Post Apocalypse is a miserable b*st*rd and should be bludgeoned to death with his own ganglies (? - PE).

4) My compliments to the artists. Their work is excellent. Shame about the print quality.

Kristopher Roebuck,
Emusoft Designs,
Address not given

P.S. Can someone send me an autographed picture of Beverly Gardner?

PE: God's creatures (like Rik) come in many different guises and we should appreciate all that He sends, even if some have been sent to try our Faith (just like Rik). I am still trying to make Post Apocalypse see the error of his ways, not by bludgeoning but by preaching sections of the Bible to him. Lastly, there is no place for lust on God's Earth, so no more thoughts about Beverly or the Lord will strike you down where you stand.

DISCIPLE OF THE MONTH



DIVINE GUIDANCE

I would like to thank Budgie, otherwise I would not have bought Silkworm. Budgie reported in the March issue that Silkworm was brill and gave it 5 stars.

I was going up to the counter with another game, saw Silkworm and remembered what Budgie said, so I bought it and it is extra brill.

Michael John Cremin,
County Cork, Eire

P.S. You're cool and so is YC!

PE: It is not only the Good Book, The Bible, that offers advice on the way to live. The Budgie column and YC are but another of The Lord's mouthpieces. Probably.

DON'T ALTAR ANYTHING ...

I used to be an avid reader of a certain other C64 magazine That was until I saw YC. So far I have two issues and I have now placed an order at the newsagent for your fab mag.

I particularly enjoy your cover tapes, especially Knightmare (although I can't solve it) and Frosty. And I really enjoyed your Post Apocalypse game (it was this game that made two of my C64-owning friends buy YC!).

Keep up the good work!

Lehane Richards,
Barooga, Australia

PE: Truly The Lord moves in mysterious ways and this must be one; showing you the path towards YC. Hallelujah! And thank you for spreading the word, I should make you an honorary disciple for your good works. My Church (The "Post Enlightenment Evangelical Way of the Concrete Cow Church" in Milton Keynes) needs more like you.

PULPIT UP!

Yo, Posty Dude!
Not being rude but where did you find those kinky leathers? Any chance of giving me some?

I got the mag last month and think it's RAD. The tape's great and the Swiv demo was really fab, it made me forget about those other three games which, erm, weren't so fab. Anyhow, it's worth the 4 spondulicks (That's what it costs over here).

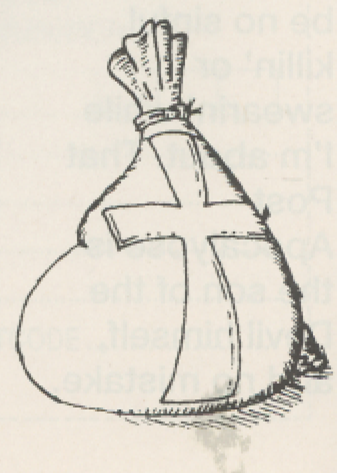
The reviews are good but there's not enough of them, the cheats section should be enlarged and why aren't there more competitions? Who wants posters (not me!).

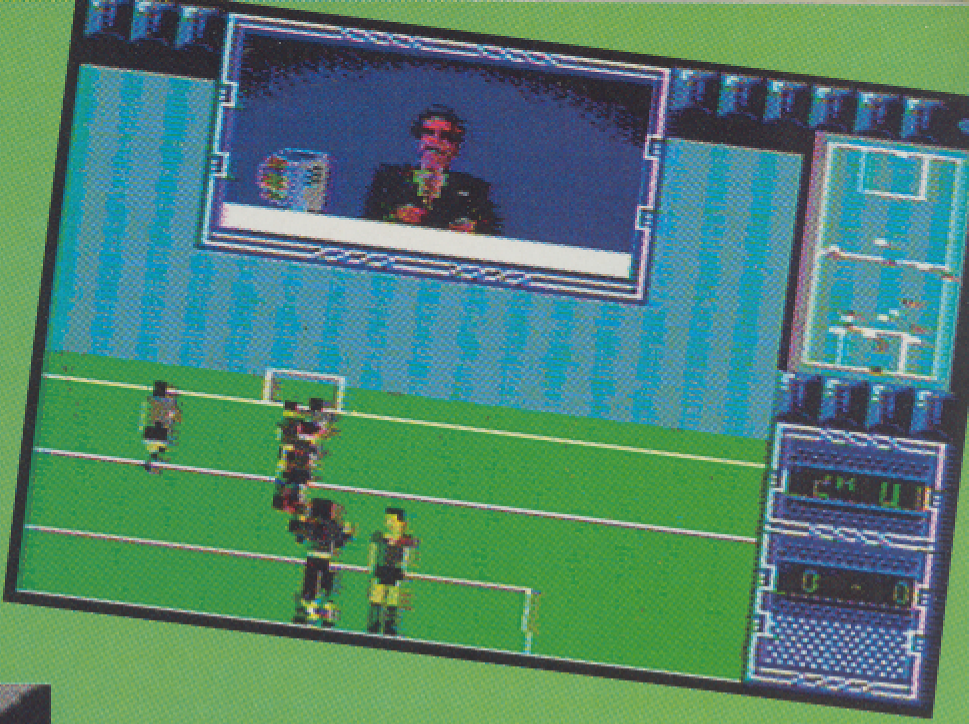
Thomas Mc Deamott,
County Tipperary, Ireland

P.S. Rick's a spaddle (? - PE), don't you agree?

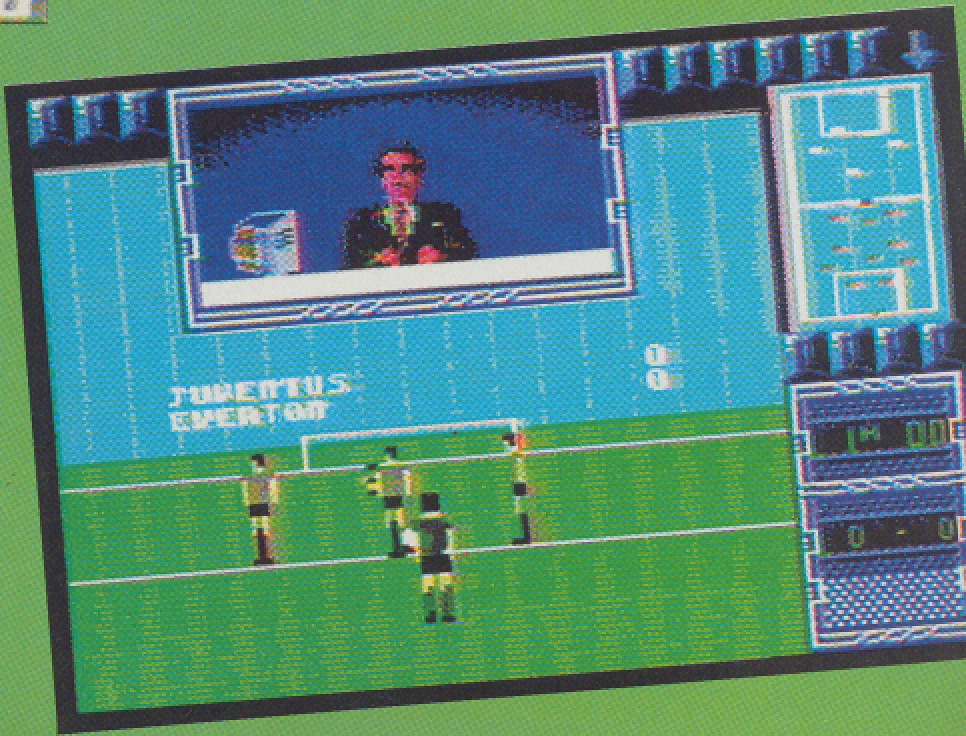
P.P.S. Why doesn't someone help Oozin' Eugene, I feel sore-y for him!

PE: Kinky leathers? These are the leathers of the Lord. Too many preachers restrict themselves to dark-coloured suits or white robes. YC truly is very good, I agree, even if it does need the teachings of the Lord brought to it sometimes. As far as the reviews go, although Jesus could feed 5000 with only a few loaves and fishes, YC has to rely on the number of games released every month - more games = more reviews. And posters? I don't hold with them either - my Church just has bare concrete walls, if bare walls were good enough for Jesus, they're good enough for me.

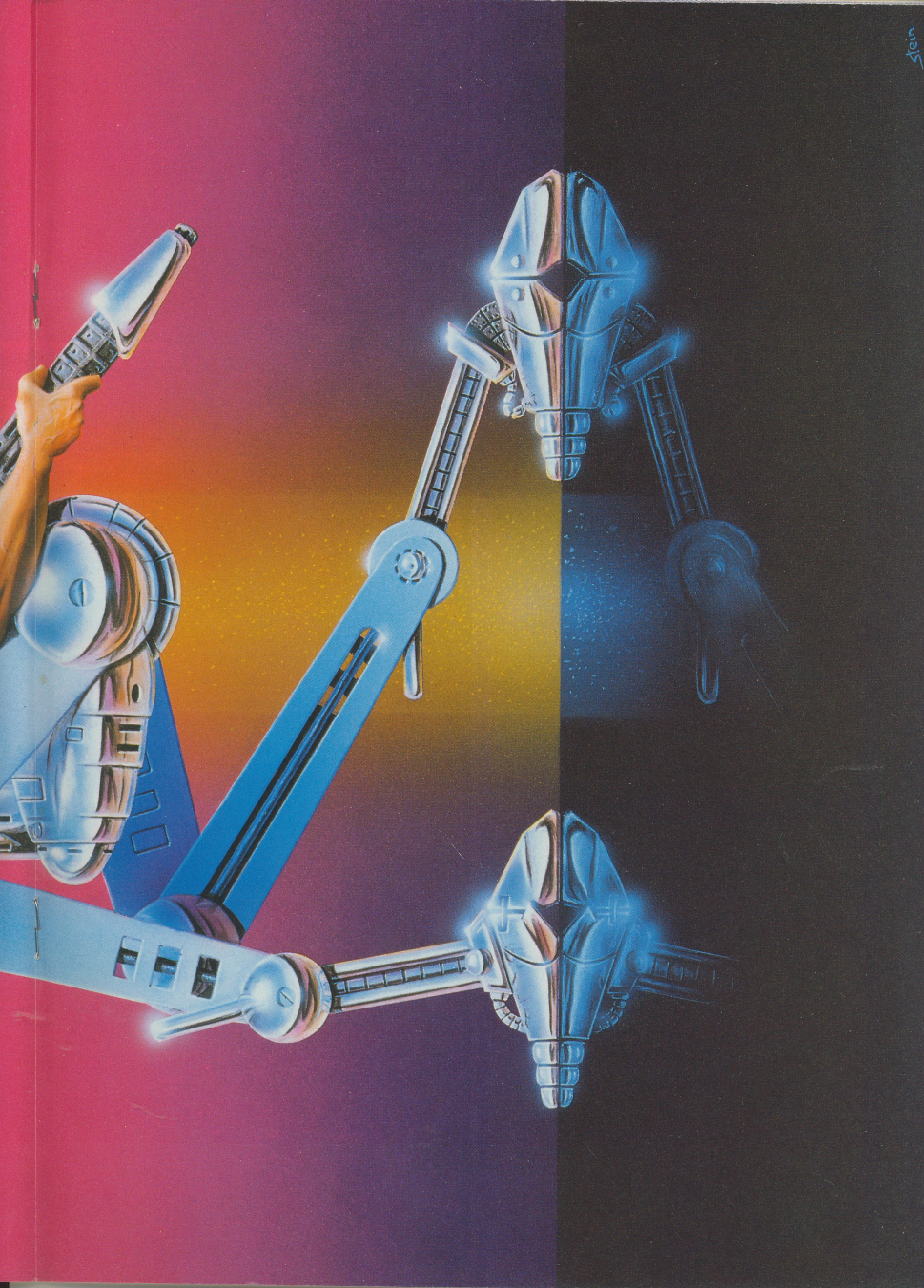





SIMULMONDO

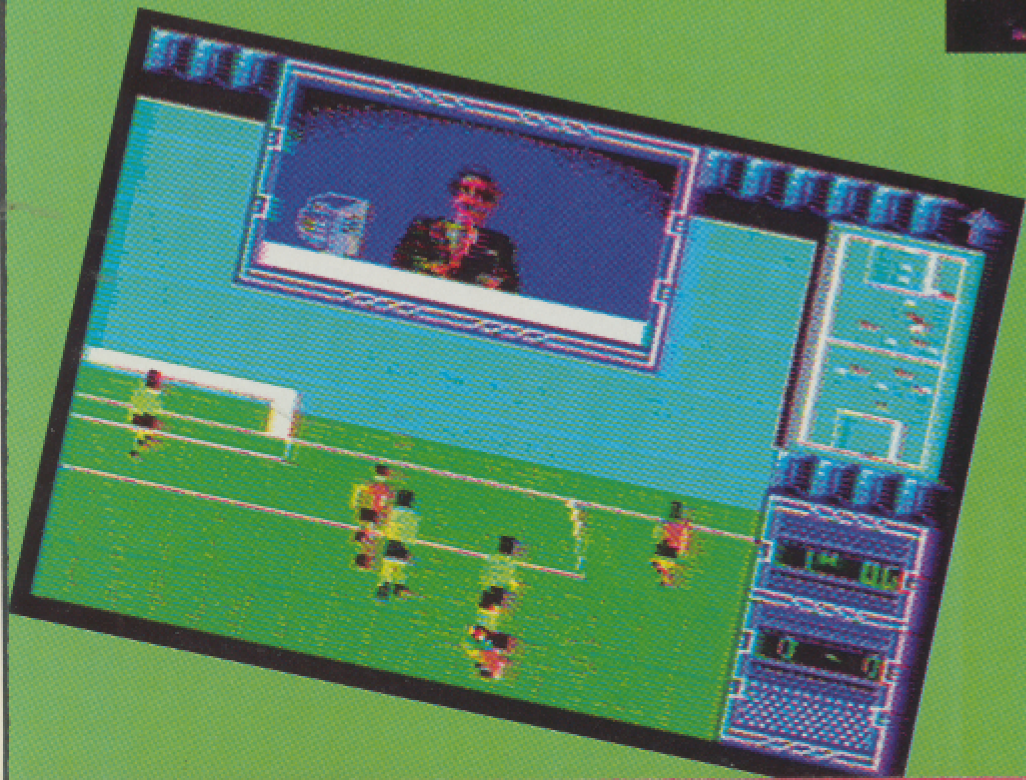

JUVENTUS
EVERTON


eXtreme




I PLAY
3D Soccer
CLR
ATALANTA
BARI
BOLOGNA



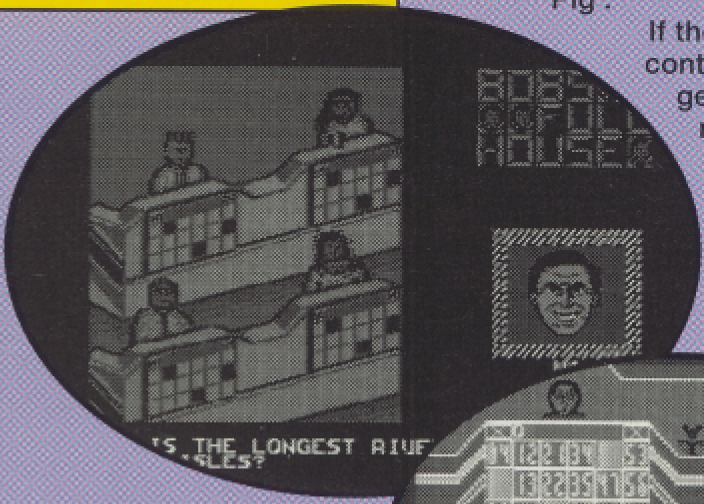


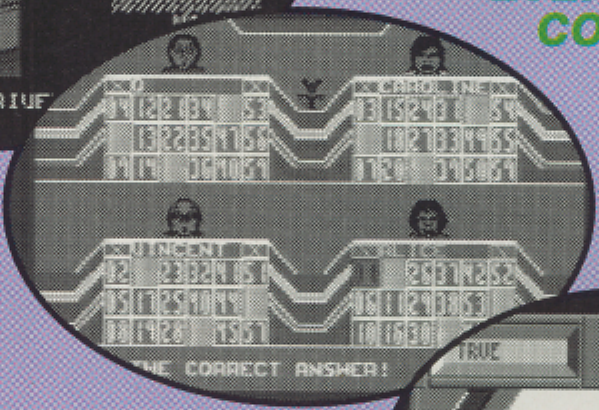
IT'S TV SHOW

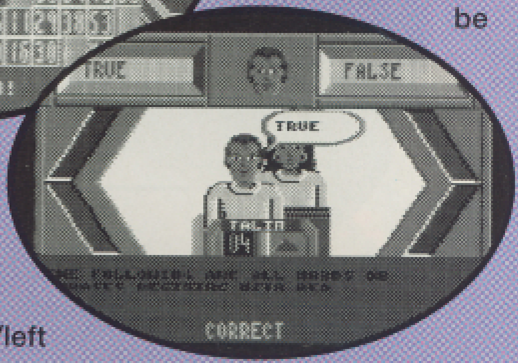
A spotlight falls on Jeff Davy and the audience go wild - cheering and shouting. "Come on down, the price is right!" shouts a voice as he bounds down the steps from the crowd. And then he woke up, and somebody gave him It's TV Showtime to review. A coincidence? We don't think so.

British TV is truly the best in the world. So how did we end up with Blockbusters, played by smug students with their cuddly toys, Bullseye, which occupies that boring Sunday afternoon slot when there's nothing on the other channels, Every Second Counts, with the unspeakable Paul Daniels (only marginally less irritating than Emlyn Hughes), The Krypton Factor, with unnaturally clever accountants and teachers who have nothing better to do with their lives than memorise objects and solve jigsaws and, finally, Bob's Full House which is just, well, unspeakable?

There is probably no understandable answer to that question but that's no excuse for Domark to compile a whole lotta C64 games based on the sad shows mentioned above. But they have!







BLOCKBUSTERS

Call me juvenile if you will but I the sides of my mouth never fail to curl upwards when Blockbusters contestants say "I'd like a 'P' please, Bob". ANd you DO get to ask for this in the C64 adaptation.

For those who were too busy skateboarding to watch TV, Blockbusters is based around a rather large electric board with a grid of letters and a man called Bob. Bob (or "His Holness" as some have called him) asks contestants which letter they'd like on the board and asks them to guess a word beginning with that letter from a clue. For example, What 'P' is pink and lives in a farmyard, to which the answer would be 'Pig'.

If the contestant gets it right, the letter/square is turned that contestant's colour (red or blue) until one contestant has made a line from top to bottom/left to right of their colour. Simple, eh?

After three bouts, the winner gets a Gold Run which has the same grid but with three-letter clues, like 'HRH' or 'TNT', and has a time limit to get across the board.

BULLSEYE

Are you a fat, beer-sodden drunkard who likes throwing little spears at an unsuspecting circular wooden board? You are? Well Bullseye is right up your street because that's almost exactly what you have to do.

You throw darts to get the opportunity to answer a question and the highest score gets the chance. If you get the question wrong, it's passed to the other contestant.

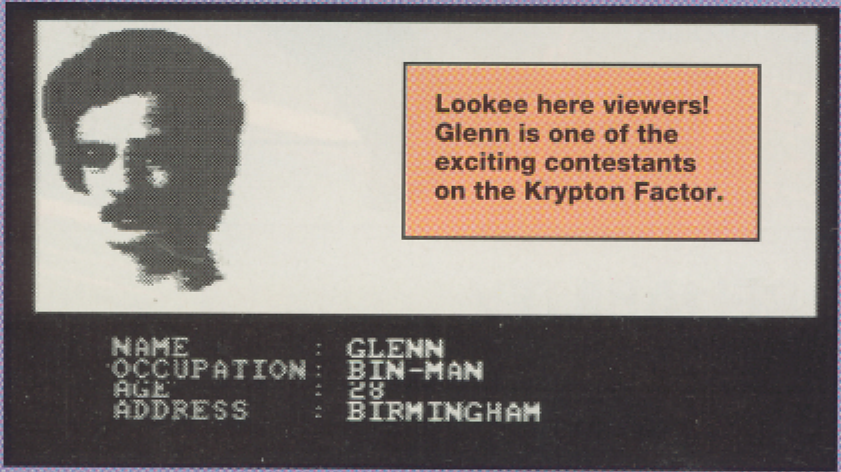
Bully, the Jocky Wilson-like bull mascot of the TV programme pops upto tell you whether the question is right or wrong with a turn of his thumb. What an idol he is, truly.

EVERY SECOND COUNTS

Do you like quiz show with talentless giggling couples? Say "Yes Paul" and this could be your bag. Most of the answering is done by selecting true or false when you get asked a question.

The questions are in categories like drinks or TV programmes which you have the opportunity to select. The final round is a race-against-time round where you have three answer options. Wow!

Thankfully, Paul Daniels doesn't make an appearance.



Lookee here viewers! Glenn is one of the exciting contestants on the Krypton Factor.

WTIME!

As the rounds progress, more and more 'bingo-board' lights must be lit to get to the next stage until the final, where loads and loads of questions have to be answered within the ever-present time limit.

If you'd been sitting around thinking "I don't have any games which will test my knowledge and skill" then this is the package for you. If you're more keen on blasting the smeg out of huge swarms of alien deathraiders then you really won't like this at all.

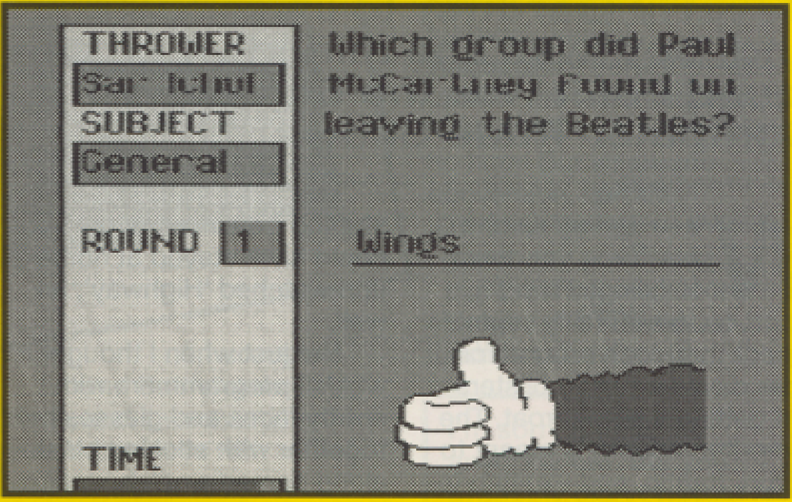
Me? I laughed. Especially at the furiously nodding or shaking head of Bob Holness in Blockbusters, the laughable idea behind Bullseye and the sheer feebleness of The Krypton Factor. Every Second Counts is my personal favourite - it's actually quite good and Bob's Full House? Well, my hatred of Bob Monkhouse overcomes me!

KRYPTON FACTOR

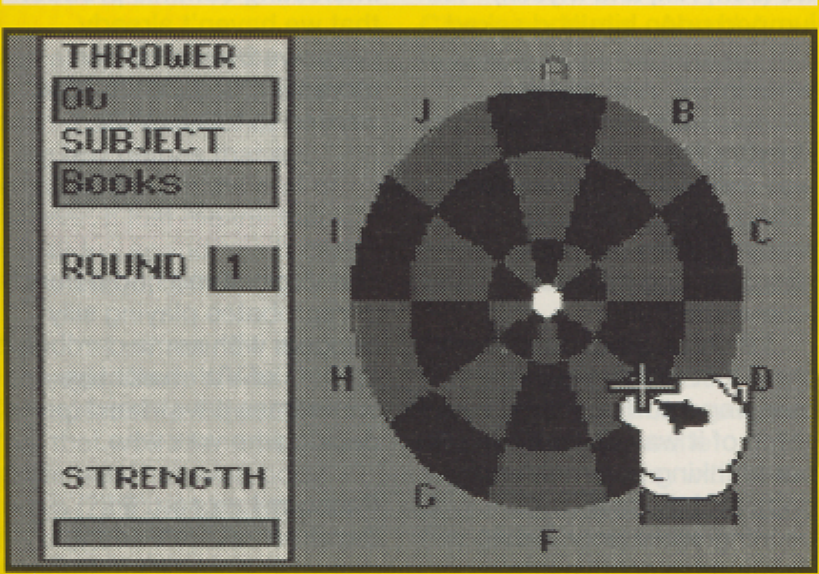
This one is just fiendish. My feeble mind was totally unable to cope with mind games involving remembering a sequence of events and missing words and puzzles and assault courses, all displayed in an impossibly dull and unexciting way. So I gave up. It seemed the right thing to do.

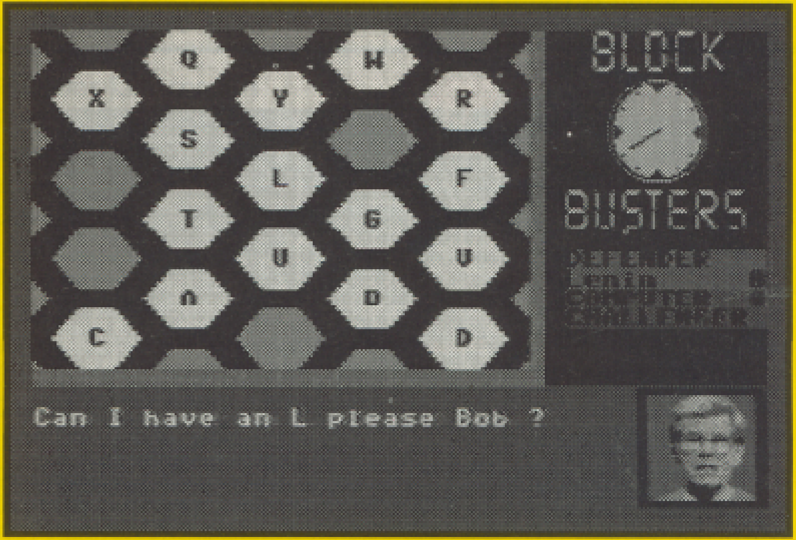
BOB'S FULL HOUSE

This is a test of reflex and skill. That and how long anyone can stand Bob Monkhouse. It is the contestant who gets to the buzzer first that gets to answer the questions and if they get it wrong, they're "wallied" for the next question, which means they can't answer.



"Smashing, super, great! You've got two darts and a hundred and forty points to get, maybe you ought to use this hedgehog. Smashing, super, great!"





We said "Can we have a P please Bob?", but he asked us to wait til the adverts!



CREDIT CARD

- Generally pretty poo-er, really, but they are quiz games after all.
- **SONICS** Again pretty poo-er but the questions are the
- **GRAPHICS** important part.
- **FIX FACTOR** I expect you'll be glued to the screen answering trivia well into the night...
- **HALF LIFE** ...And be back time and again.

NAME: It's TV Showtime!
SUPPLIER: Domark/TV Games.
PRICE: £9.99 tape, £14.99 Disk.
RELEASE DATE: Out now.

OVERALL 80%

An interesting selection of trivia games, so varied that it will take quite a time to tire of them.

E.C.T.S SPESH

What is this ECTS thang? Egg Custard Tart Spectacular? Edwina Currie's Tattoo Shoppe? Evangelical Cleptomaniac's Thanksgiving Service? We sent Beverly Gardner to investigate and, boy, was she miffed when she found out it was the European Computer Trade Show.

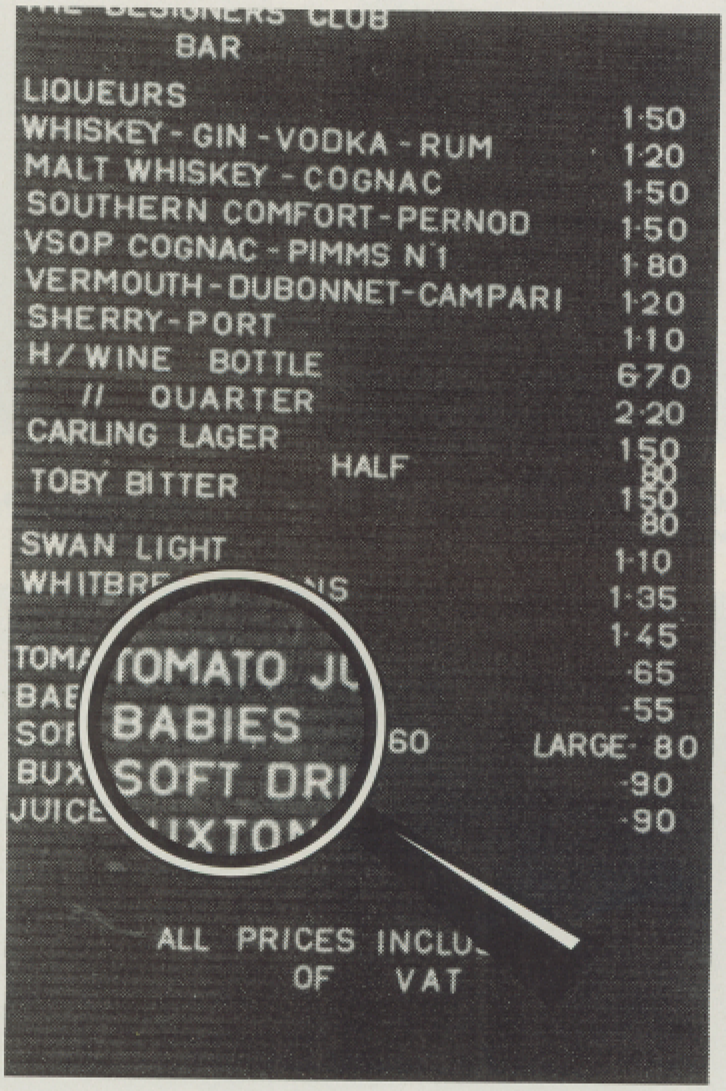


Jeremy tells Virgin's Nicole and Gerry that they've been framed!

When Jeffrey said to me "Bev, get down to Islington and report on the ECTS!", I didn't expect to mooch around for three days acquiring blisters and getting a sore throat. The computer industry's meant to be fun, frantic, and exciting to boot. If I wanted to have the stuffing bored out of me I could have stayed at home and watched 'Highway', ho well.

But just when I thought it was all programmers with spotty faces and glasses held together with sticking plaster along comes a celeb. Johnny Ross was there with pregnated wife in tow, and he seemed most intolerant when we (Jeff, Rik, and myself) jumped upon him and asked him to pose for a piccy (who wouldn't?)!. And all this excitement was just the Sunday, for celeb factor we also found Jeremy Beadle hiding on the Virgin stand, ready to jump out on unsuspecting magazine journos no doubt.

I didn't spend most of the show just walking about bumping into TeeVee twonks, some of it was spent in the bar (drinking pop, drinking pop), and the rest was conning some poor Public Relations executive into buying me a drink in the bar - I occasionally stopped to have a look at their latest games too, actually. Below I've listed all the stands that had some interesting commie product that we haven't already previewed/reviewed (or moreover, companies that wanted to talk to YC)!.



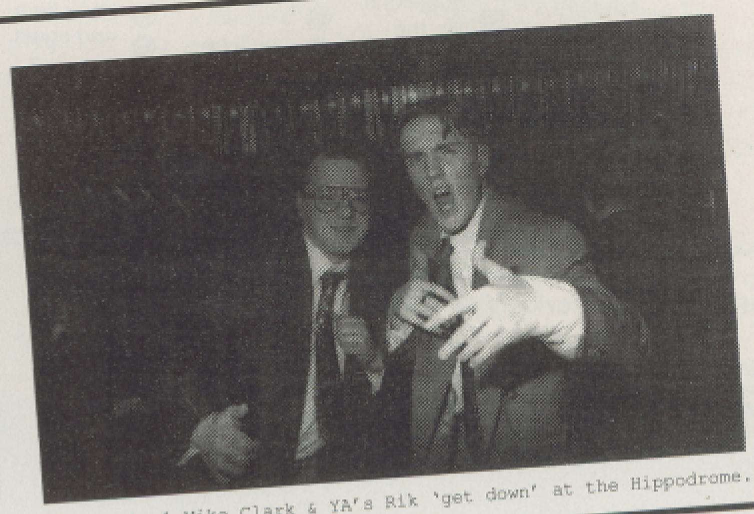
A new snack at the ECTS bar . . .

VIRGIN MASTERTRONIC

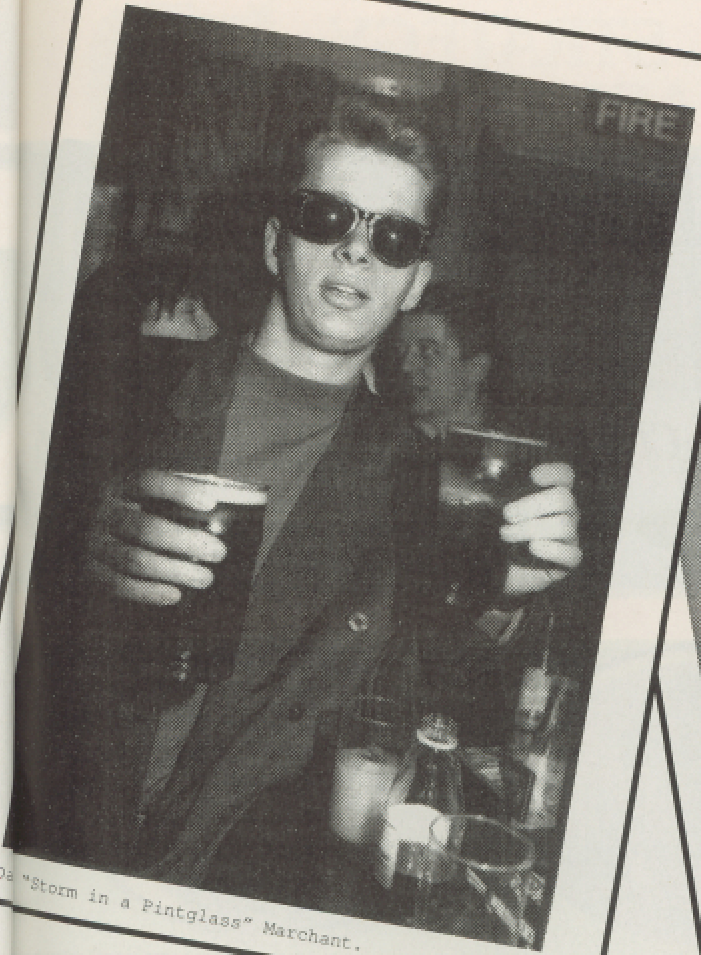
The Virgin stand had a bunch of reprobates playing silly buggers with some cardboard cutouts of Viz characters - sometimes it was hard to decide who was who.

Product List for '91

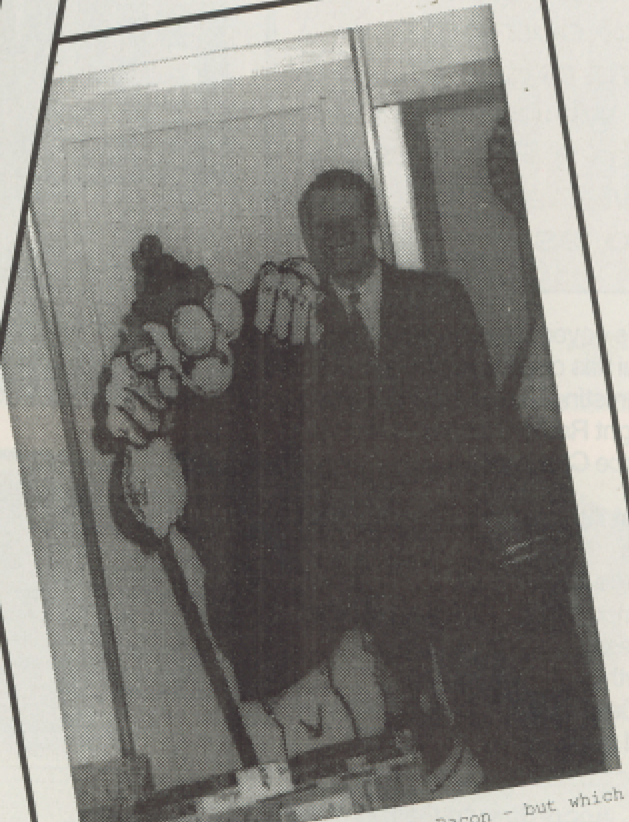
Sarakon - A Mah-Jongg derivative that is sure to bore the pants off any Simpsons fan.



The Codies' Mike Clark & YA's Rik 'get down' at the Hippodrome.



Da "Storm in a Pintglass" Marchant.



Virgin's Andrew Wright & Biffa Bacon - but which is the out-out?

Spot - Not just another puzzle game, it's got a cutesy character at the helm, aaaarrrrggggghhhh!!!
Rolling Ronny - The game of the comic strip? You all know who we mean!!!

KRISALIS

A small stand tucked away at the back of the world. Doesn't mean that I wasn't interested in the few games that are promised before the end of the year, it just means that they didn't spend much cash on the stand, skinflints.

PRODUCT LIST FOR '91
Jahangir Khan World Championship Squash - Yep, that world famous sportsman that everybody knows (?) is the sponsor for this ball-bashing sim.
Manchester United Europe - A completely new game to the superb Man Utd last year, with loads more presentation and a new European tournament structure.

ELITE

A big video screen played the arcade conversions that Elite's just signed up and that was the closest thing I got to entertainment all day. And they wouldn't even switch it over to Neighbours at lunchtime.

PRODUCT LIST FOR '91
World Championship Soccer - It's still to come, and it's still a soccer game!
European Championship 1992 - Based on the Tecmo arcade machine that wowed everybody at the ATEI '90.
Caveman Ninja - Ahem! A cutesy beat-em-up thang.

PRODUCT LIST FOR '92
Suzuka GP/Winning Run II - A driving game, and another coin-op licence (what do'ya want? Blood?)
Edward Randy - Oh come on!

DOMARK

A well swanky "horse brutality" (Er, I think you mean "Hospitality"! Ed) suite stocked to the brim with soft drinks and coffee cups. And a few games, probably!

PRODUCT LIST FOR '91
Pitfighter - No-holds barred beat-em-up with karate, kickboxing or wrestling.
Race Drivin' - Revving up for the Christmas No 1 slot
Ramparts - Spiffy and addictive medieval shoot-em-up/Tetris brick building strategy which is a YC's fave arcade game.
Thunderjaws - Half aquatic and half land shoot-em-up (nothing to do with thighs)
RBI2 Baseball - Realism is the name of the game here and even a free hat to be thrown in (don't go mad, eh guys).

STORM

Everybody seemed to be crowded around Battletoads (THAT game), and it was very hard to try a do business with a thousand staff writers all clambering for position on the madly addictive game.

PRODUCT LIST FOR '91
Rod-land - Another cute-em-up with two small jap geeks and magic \wands.
Double Dragon III - More like triple dragon.
Asylum - Heavy Metal ain't got nothing on this action adventure.
Solar Jetman: Hunt for the Golden Warpship - The official sequel to ages old games Jetpac and Lunar Jetman.
Big Run - 'Nother coin-op conversion, and another driving game natch!

PRODUCT LIST FOR '92
Battletoads - Hurrah!
Indy Heat - Not about a certain adventurer's underpants being on fire.
Brute Force - Not about Gazza's favourite after shave.

MIRRORSOFT

Who can walk past the Mirrorsoft stand and refrain from asking for pizza nowadays. I did and had to go off to Burger King instead.

PRODUCT LIST FOR '91
Turtles 2 - Based on the incredible arcade machine by Konami (see my Data column for more details).
Robozone - Scrolly shoot-em-up with the latest fad, robots!
'Cisco Heat - A racing game, ho hum! But an arcade conversion, hurrah!
Devious Designs - Puzzle game with a seriously surrealist tint, as a loony changes all the famous landmarks into cubes.

I'm sorry if I missed anybody out, but you probably didn't have any new C64 product that we haven't mentioned elsewhere.

Also, you should've seen the state of Jeff and Rik the day after they went to the Hippodrome - the industry party to give out some sort of awards - the things I have to do eh? I even had to listen to their stories about how Les Dennis was the first comedian to die on stage and get paid seven grand to do so, I think he was the only one laughing at the end. But having finally gotten home, and with my feet in the big YC bowl of luke-warm water, it didn't seem all bad... Until next year.



The Show!

Yes - the quiz that tests people's knowledge of pointless computer trivia is back for its third and penultimate heat. The winner will go through to the final with a PR person, a programmer and a Managing Director in just two issues' time.

COMPUTER BO

(aka "A Clash of the Titans: A Meeting f

ROUND 3:



This round is hosted by a celebrity compere - Mike Clark, PR Supremo from Code Masters (Massive applause as Mike Clark, in a spangly suit, bounds down a flashing neon staircase, gets thrown a microphone and is bathed in a spotlight). Let the contest begin!

THE CONTESTANTS:

Jeff Davy (Ed):
Jeff is a recent convert to the C64 but has owned many other computers and has been jotting about games for years. "I expect I'll get completely thrashed", he says. Never a truer word was spoken...

Rik Henderson (Contributing Ed):
Rik is a guy you all know and, er, love. He's hoping to win the His'n'Hers exercise bicycles in this contest and is convinced that points make prizes. He's been swotting for weeks by reading old issues of YC and watching "Family Fortunes".

Paul Rigby (Writer and Professional Scouser):
Exciting Paul has just come back from an extended stay with a bunch of Orcs and Pixies and is confident that he'll make a mark on the quiz. "Oh-Ay, Eerm, I'll have that prize. Alright-la?".

Beverly Gardner (News Ed):
Bevvy-Babes is immensely knowledgable about computer games, so it says on this piece of paper with her writing on, anyway. She'd like a Blankey-Blank cheque book and pen. Er... Thanks Bev.

Paul Eves (Group Editor):
As well as being the very kind man who does all the technical bits for YC's cover tape and oversees YC, Paul has done some very interesting things: "Did I tell you I taught Radio Communication to Prince Charles?"

Post Apocalypse (Psycho Post Ed):
Postie doesn't care much about computer games. In fact, Postie doesn't care much about anything. Except killing. "Questions?" he bellows, "When do I get to shoot things?"

JD



RH



	JD	RH
1. According to Gallup, how many budget games are sold for each full price game?	Two? [1]	Gordon Bennet! Four? [0]
2. Who does Gallup show as selling more software than anyone else?	Er... CodeMasters! [1]	CodeMasters, by any chance? [1]
3. Who had to take hacksaws to their C64 Cartridges?	Ha! ha! Can I have a clue? (Clue: My Bonny lies over the....) Ah! It wouldn't be Ocean would it? [1]	Could it have been Ocean? [1]
4. Who wrote BMX Simulator?	The Darling Brothers. David and Richard. One of the two, wasn't it? [1/2]	It was Richard Darling. [1]
5. What are the first names of the Oliver Twins?	Umm... Mr?... Ian? Um... err... um.... I don't know! [0]	Oooh! Um... I can't remember! Fred and Barney? [0]
6. Name all the C64 games that Dizzy has appeared in to date	Look I really do think that this is taking on a particular CodeMasters slant! Umm... Dizzy, Magicland Dizzy, Treasure Island Dizzy, CJ's Elephant Antics(!), Fast Food, Kwik Snax, Fantasy World Dizzy. [6]	Right... Dizzy, Treasure Island Dizzy, Fantasy World Dizzy, Magicland Dizzy, Fast Food, and Kwik Snax. [6]
7. What's the difference between a duck?	Um... err... fiendish... one flies! [1]	(no hesitation) One of it's legs is both the same... [1]
8. What?s the best thing a games fanatic can do with £2.99?	Spend it on a CodeMasters game! [1]	Could it be 'buy the latest CodeMasters game, available at your local software emporium'?[1]
9. What's the best thing a games fanatic can do with 10.99?	Ha ha ha... buy three CodeMasters games! [1]	That's easy! Buy three CodeMasters games and save the rest towards the next CodeMasters game. [1]
10. How many hardware sprites are there on the C64?	You sod! I don't know... absolutely not a clue! [0]	No idea! 16, 'cos it's crap, and I'm an Amiga man now! [0]

The Scores on the doors: Post Apocalypse - 0!! Raul Rigby - 5 Paul Eves - 8 1/2 Beverle

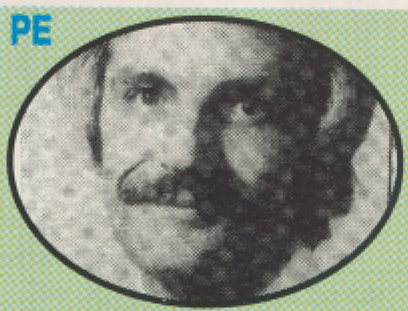
OFFO OF THE YEAR 1991

ting f Intellects The Like of Which Has Ne'er Been Seen Before")

3: The YC Staff

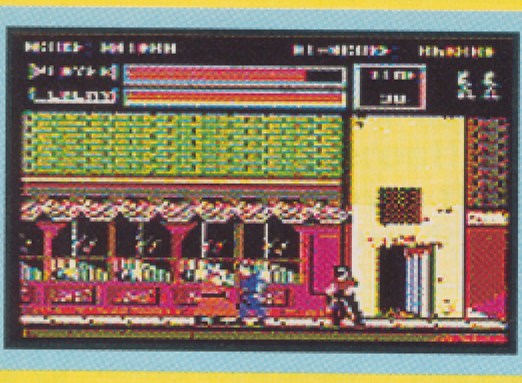
ANSWERS

1. Between two and three.
2. CodeMasters
3. Ocean, 'cos some of the cartridges they made wouldn't fit in the back of a normal 64 and had to be, er, trimmed.
4. Richard Darling
5. Philip and Andrew
6. Fast Food, Kwik Snax, Dizzy, Treasure Island Dizzy, Fantasy World Dizzy, Magicland Dizzy, Panic Dizzy (It's alright not to get the last one)
7. One flies (Er... Right - Ed)
8. Buy a CodeMasters game
9. Buy three CodeMasters games
10. Eight

BG 
PR 
PE 
PA 

BG	PR	PE	PA
Three [1]	Er... Um... Five... no! Eight! [0]	27? It's got to be something like that... [0]	No idea [0]
CodeMasters [1]	Sega?... no, hold on - CodeMasters! [1]	CodeMasters! [1]	Er... [0]
Virgin? No - OCEAN, OCEAN, OCEAN! It was definitely Ocean! [1]	Er . . . Umm. . . [0]	Ocean? [1]	Hacksaws? I would've used CHAINSAWS! [0]
The Darling Brothers - David and Richard Darling. (half point for inaccuracy) [1/2]	Ummm... Ummm.... Freddy from Friday the 13th. [0]	Richard Darling. [1]	BMX Simulator? What about Large-Motorbike-With-Lots-Of-Weapons Simulator? I'd buy that. [0]
I know they wrote the Dizzy Collection... Bill and Ben? [0]	Oh God! Ermmm... I should know this one... ermmmmm... [0]	Philip and... (after some thought) Ah! Andrew. Knew they were named after royals... [2]	Don't care! [0]
The Dizzy Collection and Kwik Snax.... Dizzy Simulator? (full marks for being clever and not having to reel off all the names) [6]	oh... bloody hell... ermm... [0]	Pass... [0]	Dizzy? What sort of a name for a hero is that. Now 'Post Apocalypse's is a good name... [0]
One quack and another? (No, I dont understand this either - Mike) [0]	It's something to do with African swallows and coconuts, isn't it? (bonus point for a clever answer) [1]	Down? (?) [1/2]	I shot it! [0]
Buy a CodeMasters game![1]	Buy a CodeMasters game? [1]	Buy a CodeMasters game. [1]	Buy a bullet... [0]
Buy five copies of YC... [1!]	Buy three CodeMasters games... [1]	Buy three CodeMasters games! [1]	...Then buy a gun to put it in. [0]
What? Is a hardware sprite where you plug something in, or are we talking graphics here? Um... Two. [0]	Ahhh... I know this... no I don't... six? three? twelve?... eight! [1]	Easy - eight! [1]	The only hardware I know about is for killin' things! [0]

erley Gardner - 11 1/2 Rik Henderson - 12 The Winner! (It's a fix! - the Others!!!): Jeff Davy - 12 1/2







COIN-OP HITS II

Simon Dale was overjoyed when he got this compilation. Now he won't have to spend his YC wages (50p) at the local arcade on a game of Vigilante! Unfortunately he (and a little pixie helper) then had to review it. Bad luck, huh?

Yet another arcade game compilation emerges for the Commie and the question is, is it any good? Read on.

VIGILANTE

Oh no! The skinheads have kidnapped Madonna and you, the Vigilante, must give them a good spanking. If you're lucky and you rescue Madonna you might get to give her a spanking too (Oo-er!), but according to the instruction manual it is 1994, so perhaps it's not worth rescuing her - she's looking a bit ropey now and it's only 1991!

The basic idea is to keep moving to the right and stop the baddies from draining your much-needed energy.

DYNASTY WARS

No this game isn't about a tacky American soap which was ended due to public opinion, this game is much, much better (although anything would be, apart from tacky Australian soaps).

Dynasty Wars is a combat game which takes place on horseback, with a quest to topple the evil dictator Thung Choc, who, it has to be said, sounds rather like a flavour of ice cream. And, basically, you go from level to level hitting things.

GHOULS AND GHOSTS

As everybody knows, this one is the sequel to Ghosts and Goblins which involved a man in a suit of armour trying to avoid ghosts, killing ghoulies and nasties and climbing up ladders. Ghouls and Ghosts on the other hand is, er, almost exactly the same.

Resplendent in your tin can suit you scamper from the left to the right of the screen fro five levels, up hill and over dale (ho ho!), trying to avoid the undead with the eventual aim of rescuing one Princess Hus. What I wonder is, does she want to be rescued? And, more the point, does she want to be rescued by a short, grubby knight who's all sweaty and nasty after running through five levels of undead?

HAMMERFIST

There doesn't seem to be much future in being an artificial, computer-controlled hologram. I mean, someone trips over the power-pack of the computer and you're history, eh?

Still, you play one in Hammerfist. Two, in fact. One who hits things and one who does a load of gymnastic-type things. You get to, rather schizofrenically, swap between the two whenever you like as conditions dictate.

Basically, this one's a flick-screen kill-fest, full of aliens, techniciand and things to trash. Good, eh?

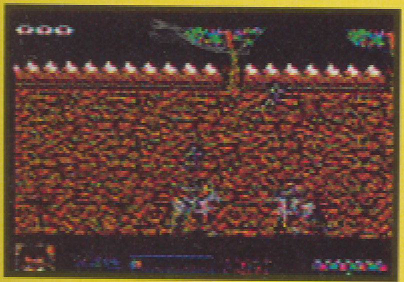
NINJA SPIRIT

Not, in fact, a lethal Japanese drink but a game about a Ninja. Actually, not a REAL Ninja but the spirit of a white wolf who has taken the form of a Ninja. Um, right.

This is another excuse for thwacking enemies with vivid Ninja powers and getting the chance to work your way up in weapon-terms by collecting dead Ninjas' 'spirit balls'.

To tell the truth, 'spirit balls' describes this game very well.

At least two of these games are rather good - Hammerfist and Ghouls and Ghosts - even if the latter is a bit hard but generally the standard is not very high. They try hard to capture the spirit of the arcade games they're based on but mostly fall short of the mark.





CREDIT CARD

SONICS	GRAPHICS	FIX FACTOR	HALF LIFE
One or two games have pretty hot tunes, especially G+G.	Mostly a bit below par, but some exceptions, like Hammerfist.	At least one of the games will keep you going...	For a few months, probably.

NAME: Coin-Op Hits II.
SUPPLIER: US Gold.
PRICE: £16.34 tape, £20.42 Disk.
RELEASE DATE: Out now.

OVERALL 80%

Five-in-a-box is as good an offer as you'll get for a pile of dating U.S. Gold arcade conversions so it could be worth a plunge.

I PLAY 3D SOCCER





And the players all stood around waiting for their half-time oranges and a good rub-down by the physio!





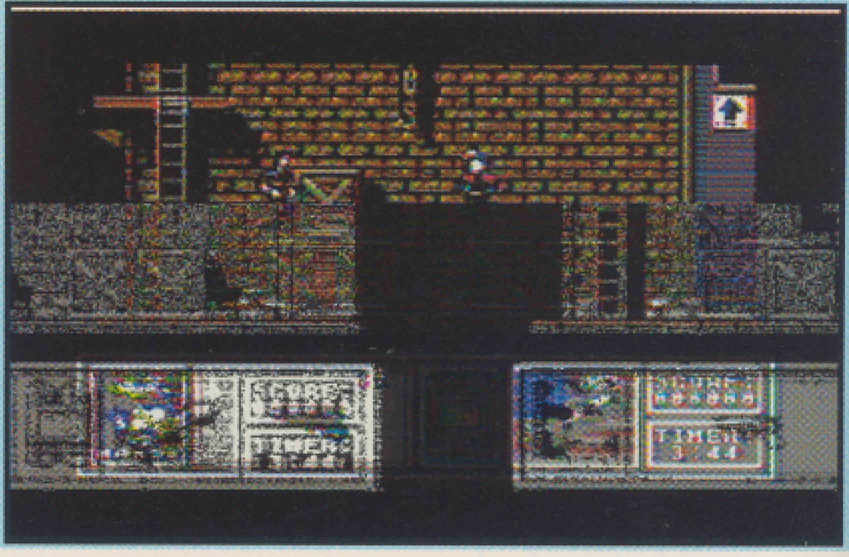
NAVY SEALS

"Navy Seals?" said Jeff Davy, "That's a strange colour for a sea mammal to be. It's a what? A game? Oh."

Apparently only the elite SEAL team can rescue a shot-down helicopter crew in the Gulf of Oman and then destroy a stash of missiles in Beirut. Well, if Sean Penn can do it in the film then I reckon anyone can do it.

So your SEAL (not to be confused with the Seal who sang "Crazy") is dropped into the action which takes place over six levels of Harbour, Communications Tower, Prison, Port and the Streets of Beirut and takes the form of levels full of platforms, ladders and terrorists, who'd sooner shoot you than ask the time.

To get around the level your SEAL must jump over packing cases and the like



When it comes to completely useless titles to give your average Commie game, I Play 3D Soccer is by far the poo-erest! I Play Rik Henderson shows them I-ties a thing or two about footy...

What do those Italian fellows know about football? I mean, who won the world cup in '66, eh? Not them pizza-scoffers, that's for sure! Mind you, they may not play the game the same as us but the average crowd at Inter Milan outnumbers our top clubs' attendances by two to one. Oh well, we only invented the sport.

"But what relevance is all this?" you scream at this confusing hack, "What on earth are you talking about, you buffoon!" There is method to my madness, since I Play 3D Soccer is an import from the land that also brought us Roman noses and Crucifixion (Italy, of course). It's rather different to your run-of-the-mill excursion into the wild and extremely wonderful world of football arcade-action games of the simulation kind (that was my idea), in the respect that it's all in gorgeous, splendid 3D-o-vision (and who'd have guessed it).

But lo, you need not don a pair of milk bottle tops and rose-tinted glasses to experience this almost virtual reality, all you have to do is plug your joystick into the side and away you go. It's also almost unique 'cause you get to play one player throughout the whole match (ie. you can be a striker, defender, or midfielder), and there can be moments in the game where you'll be standing around doing very little indeed.

The competition structure revolves around the UEFA cup (or any knock-out tournament, really), and you can even get a friend to participate (by taking on another player on the same team).

During the game you can show the opposition the metal of your studs - something I happen to do quite often - and up-end them, but you don't seem to be sent off or anything like that (a bit like Italian football really). It doesn't have the offside rule either, like every other game on the market, and if you do manage to draw ('cause even on easy peasy mode it's hard to win) there's extra time and then a penalty shoot-out.

The whole thang is very smooth, moves incredibly quickly, and although the graphics are particularly sad you can rest assured that any footy fan'll be playing this till the cows come home, or at least until they appear in Fred the butcher's.

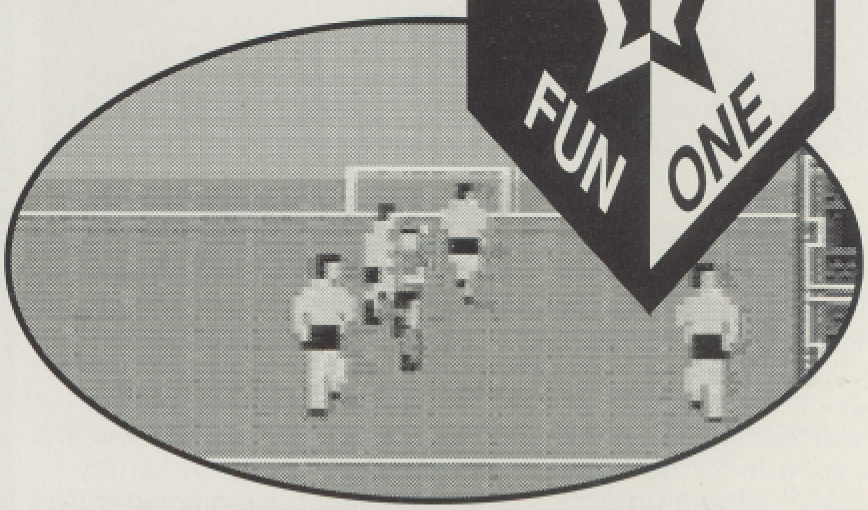
CREDIT CARD

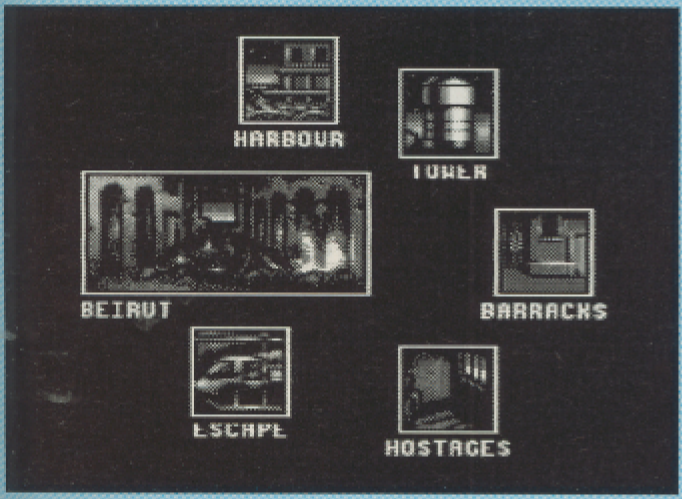
- **SONICS**: What sonics? The occasional bleet of an asthmatic whistle.
- **GRAPHICS**: Very poo-er, but strangely they move very well. The presentation is spot on.
- **FIX FACTOR**: I was as stuck as a wellie boot in a pig's lavatory.
- **HALF LIFE**: Tonnes of teams to beat on your way to glory, and the game is weirdly addictive.

NAME: I Play 3D Soccer.
SUPPLIER: Simulmondo.
PRICE: £9.99 tape, £14.99 Disk.
RELEASE DATE: Out now.

OVERALL 85%

Footy fans will welcome this new perspective, and it's promising to see that at a time when the rest are doing the same dang, those I-ties are experimenting.





part is that as soon as they see you, they fire and, boy, do those bullets move fast! Once you snuff it, you flip right back to the start of the level - So you get back to where you died, find another and take pot-shots at gun-toting foes. This is where the main failing of the game comes to the fore.

IT'S TOO HARD!!!

One shot from an enemy and you're a goner. The worst terrorist, and get shot again. Do you see a pattern forming, readers?

Much as I like the graphics, the sound and the smoothness of the gameplay, an impossible and irritating game is no good at all. And this is, sadly, what Navy Seals has turned out to be.

In Seal terms, it just doesn't balance the ball on its nose well enough.

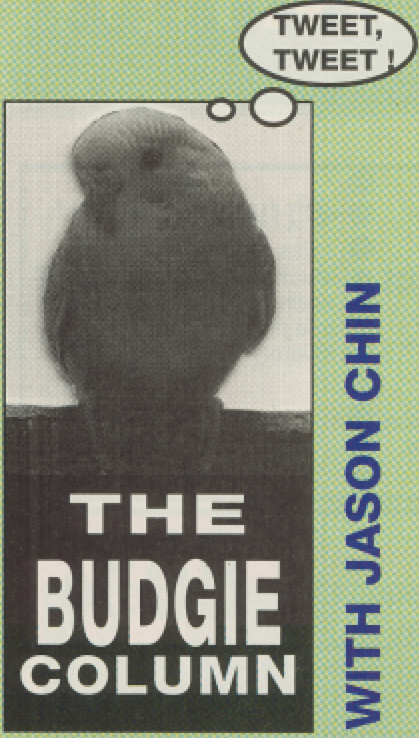
CREDIT CARD

- **SONICS**: Rather meaty tune at the start and some shooting sounds.
- **GRAPHICS**: Quite splendid really, create quite an atmosphere they do.
- **FIX FACTOR**: Very hard indeed and infuriating with it...
- **HALF LIFE**: So much so that you'll probably turn it off in exasperation.

NAME: Navy Seals.
SUPPLIER: Ocean.
PRICE: £9.99 tape, £14.99 Disk.
RELEASE DATE: Out now.

OVERALL 60%

What could have been a great game is spoilt by its sheer unplayability.



WITH JASON CHIN

budgie game, and would probably fill a gap on a rainy Sunday afternoon.

✪✪✪✪ - This game is rather splendid really, but it lacks that certain something that determines a 'must buy'.

✪✪✪✪✪ - This is the best you're likely to get for your pocket money. Well worth raiding your piggy bank for.

AND THE LORD SAID: "LET THIS BE THE BUDGIE COLUMN" AND IT WAS...



THE SKORES

NO SKORE - This game is too abysmal for words.

✪ - It'd probably be worthwhile using the cassette to record an E.M.F. single on or something.

✪✪ - Not even worth a look. It's only appeal would be for amusement.

✪✪✪ - This is an average

GALDREGONS DOMAIN

PLAYERS £2.99

I have a certain fondness for roleplay games; I remember almost tearfully my scruffy bits of paper crammed with character ratings and potions. 'Galdregons Domain' on the Players albel is, then, my kind of game.

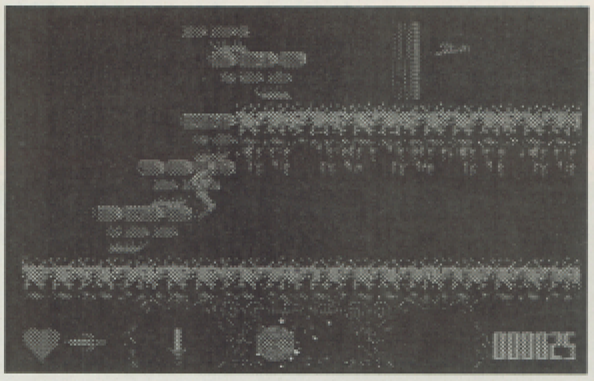
Like all RPG's it's got a ripping good story. This one centres on the five gems of



MOONS

Just as Jeff Davy thought he'd relegated all the "Orc and Pixie" stories to Misadventures, there came Moonshadow - with a truly unfeasible plot...

Get this for weirdness, folks: "You are alone and you have a mission to complete.You must find and destroy the terrible creature that has been sent to plague the Earth by the gods of darkness. But time is running out and you must accomplish your mission before Septerios, the black moon, darkens Fulax the magic moon, which protects the world with its life-giving rays."



The upshot of all this airy-fairy nonsense is that there's a whole fantasy world out there full of trees, platforms, monsters and... objects.

And this is the important bit, for Moonshadow is like one of the arcade adventures of the early '80's. You can carry six objects at a time and each object has an important use.

If you've played some of the Dizzy series, you'll get the idea.

But, unlike Dizzy and its ilk, there's killing in Moonshadow. You get to knife things aswell as solving fiendish puzzles. And the further you get into the game, the better weapons you can find lying around. This means you can kill all the fiendish beasties that wander and fly about, trying to wipe out your energy. When it all runs out, it's game over, no more adventuring, matey. Yup, only one life.

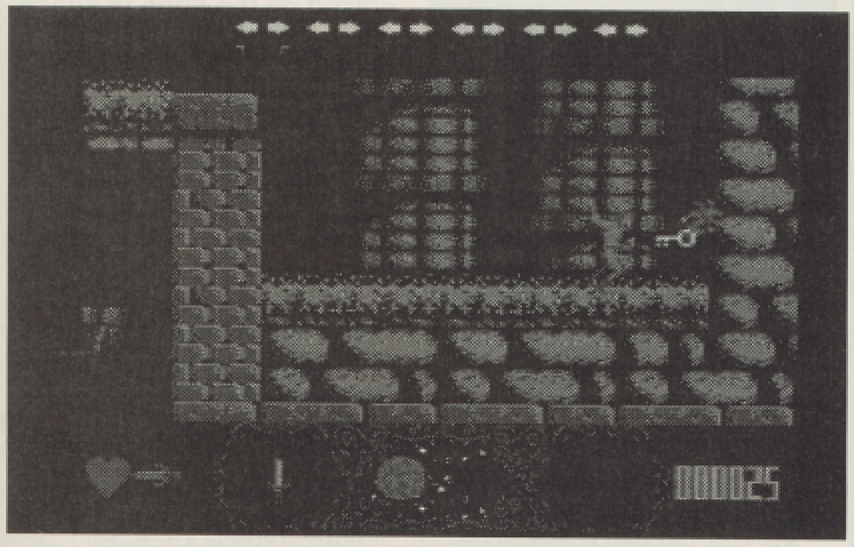
You're running all the time against a strict time limit. The bad moon, Septerios, slowly obscures Fulax, the good moon and if the latter becomes completely covered, it's the end of the game.

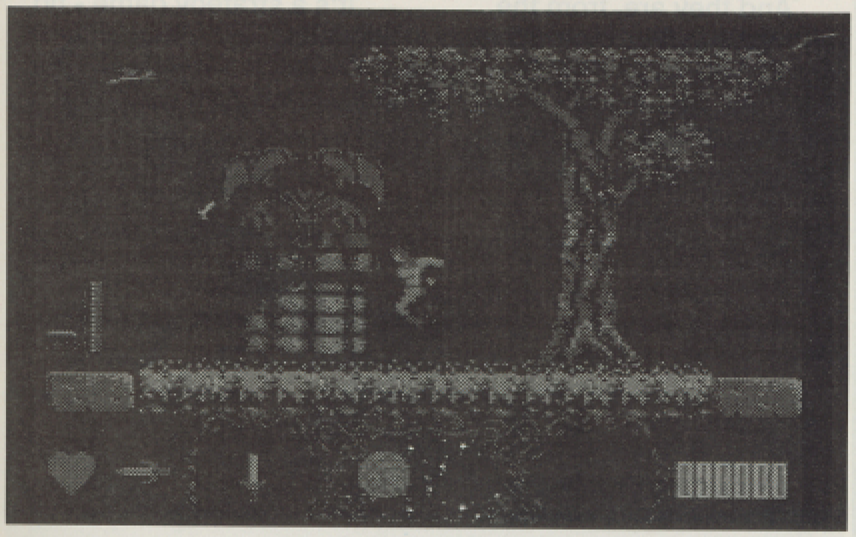
There's no question that this game is quite, quite, hard. Unfortunately the control method doesn't help. It can be difficult to jump from platform to platform which can lead to your hero dying very fast when caught in a tight corner.

Further, the game concept is rather dated, full price arcade adventures went out with the Oric Atmos.

That said, it was quite interesting for at least 15 minutes. Until I turned it off and found something better to do. Like watching grass grow.

SHADOW





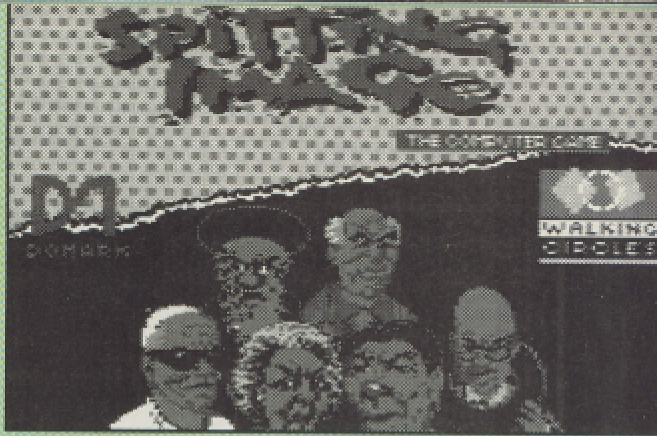
CREDIT CARD

SONICS	GRAPHICS	FIX FACTOR	HALF LIFE
Not really.	Rather sad, dated and ill-defined.	You'll be gripped for at least 15 minutes.	And you'll pull it out of the cupboard again and again - to curse the day you bought it.

NAME: Moonshadow.
SUPPLIER: Idea.
PRICE: £9.99 Tape, £14.99 Disk.
RELEASE DATE: Out now.

OVERALL 55%

Awkward, out-dated and tired. About as interesting as watching leaves drop off trees.



Zator, which Azazael - an evil wizard who could easily be a washing powder: 'Azazael Automatic'? - wants to get his hands upon. You have to stop him by being downright hard and getting them first.

The well-laid-out screen has smooth 3D graphics on it and up/down icons & a compass guide you through the game - which begins in a castle.

I am tempted to say that what it lacks is a map because at the start, the stark black and white identical parallel corridors of the castle can be very confusing. But, the effect of this is increased compulsion and a greater determination to sort everything out.

Although you play a barbarian (not noted for their high IQs), this is a game that teases your wits with its complexity and is packed full of loads of cool places.

Some of the manipulations (oo-er!) are a bit difficult at first but the whole game is logical and the more you play it, the more compulsive it becomes.

This is one that will stand the test of time.

SKORE: oooo

SPITTING IMAGE

HIT SQUAD £2.99

Those latex lovelies extend their repertoire into the realm of sprites but Spitting Image, for all its 'Save the World' pretensions is a thinly disguised, non-progressive, martial arts game, the like of which has been seen zillions of times before,

First you choose an opponent and champion from the motley crew of world leaders, including Mags and Ronnie (It's a bit dated, y'see). The you beat each others' heads in, the essence of this bit being how fast you shift the joystick tound).

The only variatiuon comes from whether you 'do it in the Vatican' (oo-ER!) or on the England vs. South Africa rugby field.

The idea of beating the crap out of P.W. Botha (Even if he's since resigned as the president of S. Africa) is a definite plus and this is the only strength of the game - perceived revenge on people with Power who cock up badly. This is realised in the two-player game where the idea of saving the world is abandoned in favour of pure, mindless violence.

Even though righting the World's wrongs with a bit of violence could make a great game, Spitting Image doesn't work. The need for loading and reloading side B after every bout is an irritating feature that lowers the addictivity to about half what it could be and its longevity to about 5 seconds - maybe 10 for Ron and his B movie ape co-star!

SKORE: oo



TWEET, TWEET !



THE BUDGIE COLUMN

WITH RICHARD TAYLOR

GRYZOR

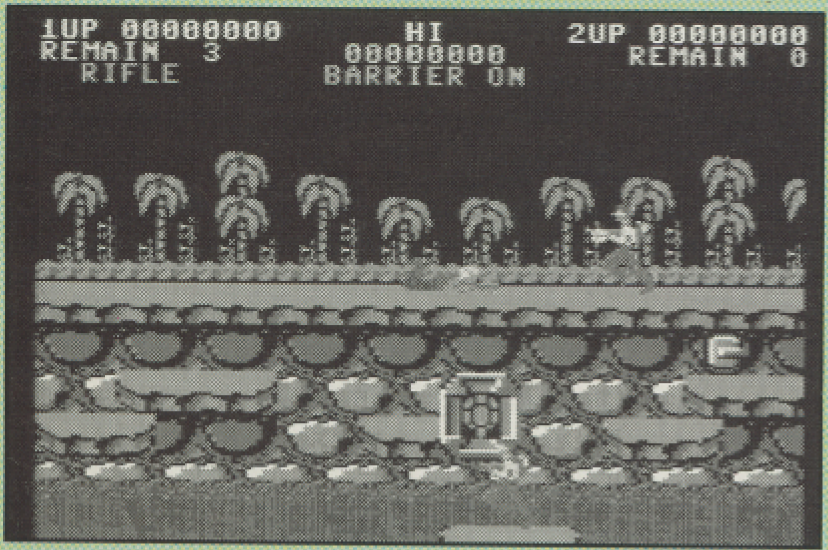
HIT SQUAD £2.99

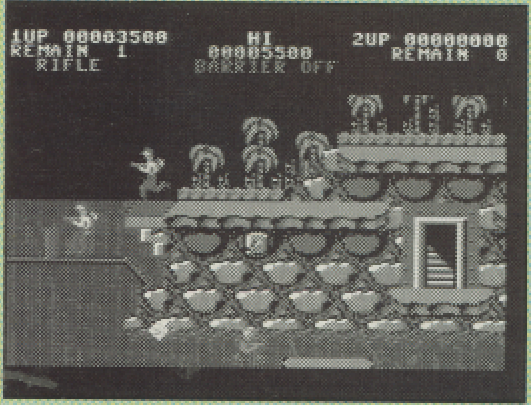
I thought the arcade version was boring and it's not the kind of game that converts very well onto the C64.

The gameplay is pretty dire, the graphics are awful and the sound is crap. This looks like a real rush job and I couldn't really recommend it to anyone unless they really did like the arcade one and feel you must have a version on your 64.

If you want a shoot 'em up, buy Armalyte, it's vastly superior.

SKORE: ✪





KENNY DALGLISH SOCCER MANAGER

ZEPPELIN £2.99

If you were into Soccer Manager when it came out then maybe you'll enjoy this. If you weren't then forget it. Very repetitive gameplay and a very old/tried and tested idea don't really entertain any more.

I have to admit that the graphics on the whole are not too bad, the icons are nice, with overlaid sprites creating fine multicolour.

It all runs very smoothly but with its ancient idea and zero sound I just wouldn't shell out even a few quid for it.

SKORE: ✪

ARMALYTE

KIXX £2.99

Oh yes, I do like this game! There is something so appealing about shoot 'em ups and this one has it all: Multi-directional, upgradable weapons systems, simultaneous two player action and loads of baddies to shoot, it really satisfies the destructive side of my nature!

The format is a full screen right-to-left scroller and once you get to the two-player mode... it's really good ass-kicking, bullet-firing mega-mayhemic destructiveness. If, on the other hand, you've only got one joystick or no friends then you have to do

STAR

"Star Control to Major Tom...". David Bowie wouldn't have made head nor tail of it but Space Admiral Jeff Davy has stepped into the breach. Stand by to repel alien boarders!

The Ur-Quans are coming! The Ur-Quans are coming!

And they are, from the farthest reaches of space. The Ur-Quan Hierarchy to tell the truth. And they're mean. Very mean. More mean than something quite, quite mean, like Post Apocalypse when he can't find any of his large guns.

Either way, they're coming (Yes, yes, we know – Readers) and the Earth has bneen dragged into an interstellar war it didn't even know about, let alone start.

Epic races prepare to clash. On the Ur-Quan side there are the jelly-like Umgah, the vengeful Androsynths, the evil and fanatical Ilwrath and the "That's my planet, well, it is now!"-merchants, the Ur-Quans themselves.

Ranged against them, their mighty battlecruisers poised on the edge of space, are us Earthlings (Hurrah!), the Mycons - who creepily regenerate and reproduce after each battle - tree creatures the Yehat, and the Chenjesu, the folks that alerted Earth to the Ur-Quans (who are, of course, coming).

You're gripped now, aren't you, with the vision of an imminent and messy space-battle, punctuated by high explosive sounds FX and engrossing arcade action. And actually you'd, er, be a bit wrong.

It's a strategy game - no, come back, you'll like it, and I've barely finished the prologue (Missus). You do get to shoot things, honest.

OK.

So the screen goes to a mass of stars, with your starbase at the bottom right (in a rather tiny icon form). It is from your starbase that you build ships (of increasing value) and send them out into the the dark void.

The ships can then leap from star to star (you're limited to moving only about three things a turn), fortifying

CREDIT CARD

SONICS	GRAPHICS	FIX FACTOR	HALF LIFE
Beep!	A bit, er, small!	Gripping for fans of the genre.	And they'll be playing until they've beaten it on the highest level.

NAME: Star Control.
SUPPLIER: Accolade.
PRICE: £9.99 Tape, £14.99 Disk
RELEASE DATE: Out now.

OVERALL 70%

A nice space strategy game for Paul Rigby-types everywhere.

CONTROL

The Ur-Quans are coming! The Ur-Quans are coming!

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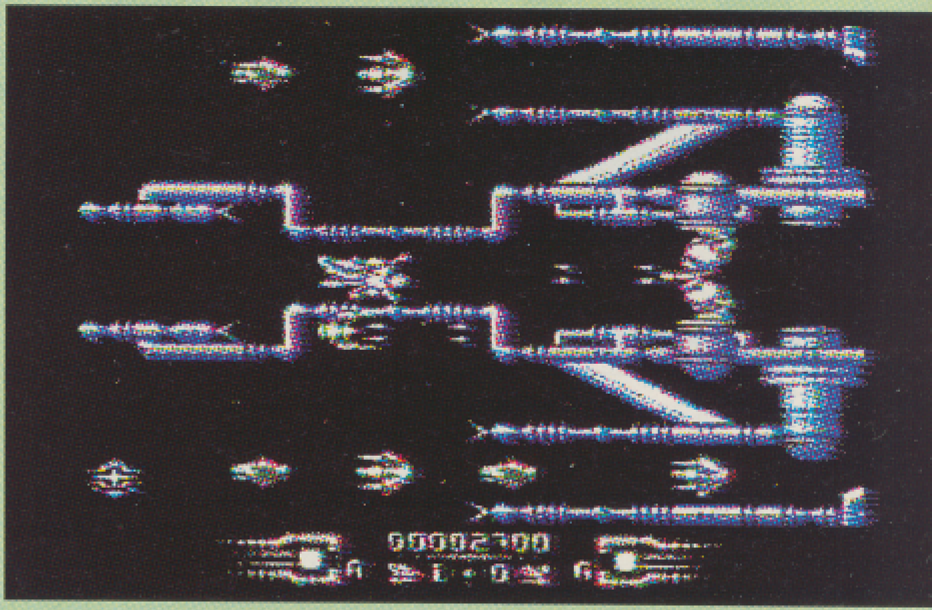
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It's a strategy game - no, come back, you'll like it,



"Gis a pint!" said the one eyed farty beast from Zrog. "Oh, alright, what type?" replied the barman. "Any..." said the beast, "...as long as it's got a straw!!!"





with a multi-purpose blam-o-matic sidearm that follows your ship and helps to wipe out oncoming aliens. A longer burst of concentrated zap-o-kill is achieved by holding the fire button down, without auto-fire!

This helps to remove the particularly large and scary end of level baddies.

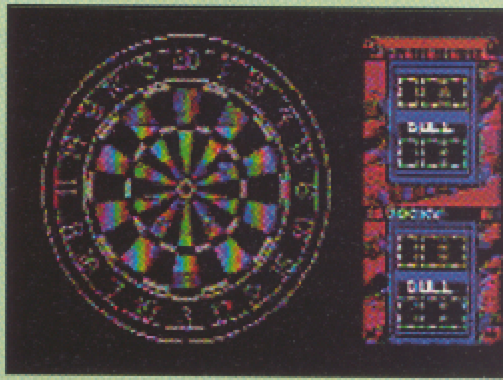
The graphics are really superb, with some of the best multi-colour sprites I have ever seen on the 64. The music is good and the sound effects really compliment the game well,

On the whole one the most awesome shoot 'em ups on the Commie, a real must for blast-junkies.

SKORE: ✪✪✪✪ 1/2

JOCKY WILSON'S DARTS

ZEPPELIN £2.99





(YC Health Warning: Do Not Under Any Circumstances try steps 1 to 5 below at home - or anywhere - Richard Taylor is a very sick man and a professional, has been in training for years and is the first to admit that drinking large amounts of beer isn't big and isn't clever. Right?!) Step 1: Go to the Pub and buy 14 pints of Stella Artois lager. 2: Drink them. 3: Go home and load this game. 4: Vomit all over you 64, TV, carpet, bed, etc. 5: Realise that this game was a bad move and go back to the pub.

Yes, this game is boring. It's been done too many times under different names. Admittedly Zeppelin have tried to vary the theme by adding a few games, e.g. ~Scram, Dart Bowls, Ten Dart Century and Shanghai Football. But then, when it comes to it, darts is darts, Bob.

If you already own a darts game then I couldn't really recommend this. If you don't and the idea of large men with beer guts throwing pointy sticks appeals then take a look.

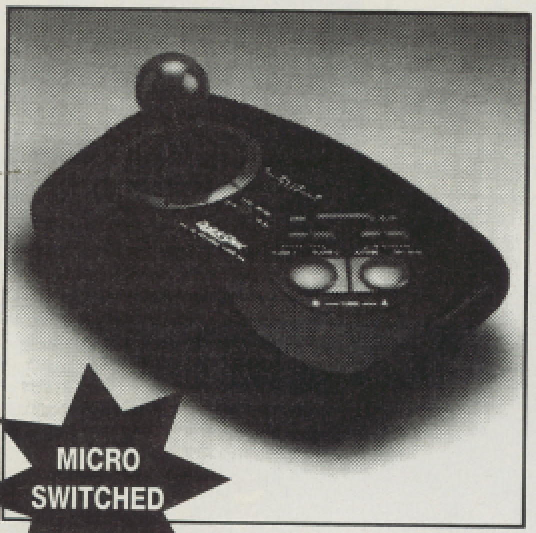
SKORE: ✪✪

SOFTWARE

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MAVERICK 1

The Bondwell 'Maverick 1' is the Porsche 929 Turbo of the joystick industry. It contains two leads so that you only need to but one joystick for two players. The Maverick 1 also has a top mounted autofire slider, two fire buttons, a computer selector and FITTED WITH THE NEW MICROSWITCH.



MICRO SWITCHED

PRICE: £14.99

PYTHON 1

The Quickshot 'Python 1' is quite similar to the Apache, but additionally offers an autofire just below the top fire button, and with a fire button on the front finger trigger as well. FITTED WITH THE NEW MICROSWITCH.



MICRO SWITCHED

PRICE: £9.99

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YC FUN ONE

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The Quickshot 'Apache 1' is a simple leaf joystick with a suckered base and fire buttons on top and on the pull finger at the front. This is the ideal joystick to have as a spare (for when your mates come round).



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YC 6/91



THE BUDGIE COLUMN

glorified Ark 1, I thought that any improvements that had been made make it well worth a look even for old ex-Arkanoid fans.

The idea is simple, bounce the ball of your bat, or 'Vaus', to knock away a variety of bricks. Sounds easy but bricks just don't seem to be bricks any more. Some disappear when hit, some regenerate, some start moving and some just refuse to die.

There are plenty of bonus objects to pick up,



ARKANOID II - REVENGE OF DOH

KIXX £2.99

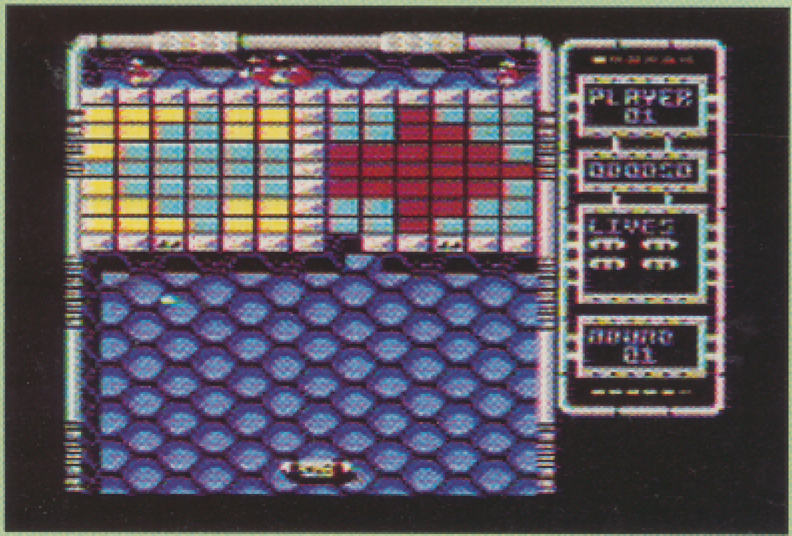
When I first played Arkanoid, all those yearts ago, I didn't think too much of it. But after playing this version a few times, I found myself really quite hooked. Although it is really just a

including lasers, multi-balls (more than average!), regenerating balls, level warp, glue, ghost bat, indestruct-a-balls and others.

If you have a Neos or 1531 mouse then I strongly recommend using it. If not then I strongly recommend borrowing one off your Amiga chums!

A fun, playable, though at times very frustrating, game.

SKORE: ✪✪✪ 1/2



LOTUS TURBO C

"Can you get into the Lotus position?" asked **Simon Dale's** Yoga teacher. "Yes!" replied Simon, before donning his leather gloves and getting into the driving seat of a rather nice red motor.

Climb into your turbo Lotus and prepare to burn rubber through 32 action-packed tracks on three exciting levels.

There are twenty cars in a race and you must weave your way through eleven of them in order to get into the top eight to qualify for the next race. In your travels you encounter many different experiences, such as screaming around tight bends, burning over steep hills, guiding your Lotus through road works which block one lane of the track (Sounds much like the M25 to me - Ed), refuelling at a pit stop in a hectic race-deciding situation, Speeding from 0 to 60 in 4.7 seconds and racing a friend in a brilliant split screen game.

The levels are put into order of difficulty, easy, medium, difficult and practice. On the easy level there are seven races to complete, on the medium there are ten, on the difficult there are fifteen and on the practice you can drive your Lotus on a specially designed practice track to help you to get into the swing of Lotus racing.

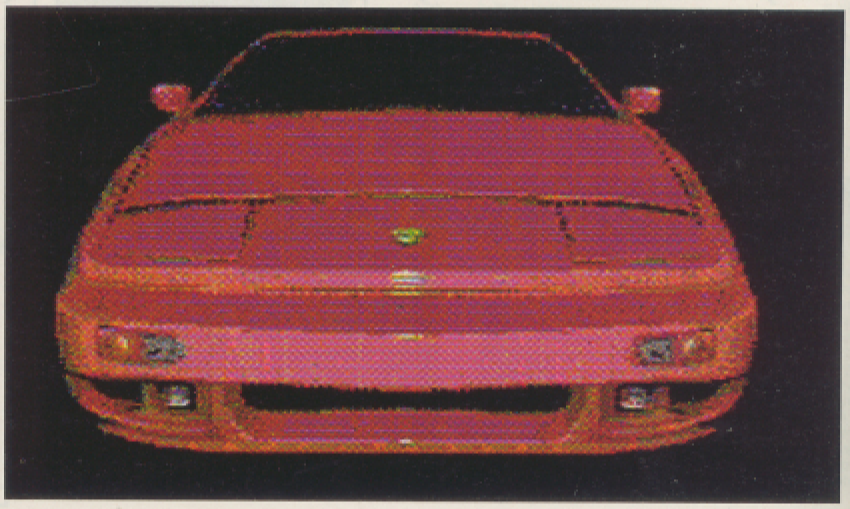
On harder levels you have obstacles such as dead creatures in the road and water at the bottom of hills, these levels are invariably the ones which you must refuel on. The hard level was also the one that I found you could be overtaken the most.

In putting a game of this standard onto the C64 a few minor graphical problems have arisen, you can appear to go through the the side of a competitors car when you overtake it very tightly and when you go down a hill at a great speed the foreground scenery has to rise and this tends to do so rather jerkily.

And Gremlin, you can't fool me. You can't make people believe that the opponents' cars are different graphics when they are really a different coloured version of your own Lotus!

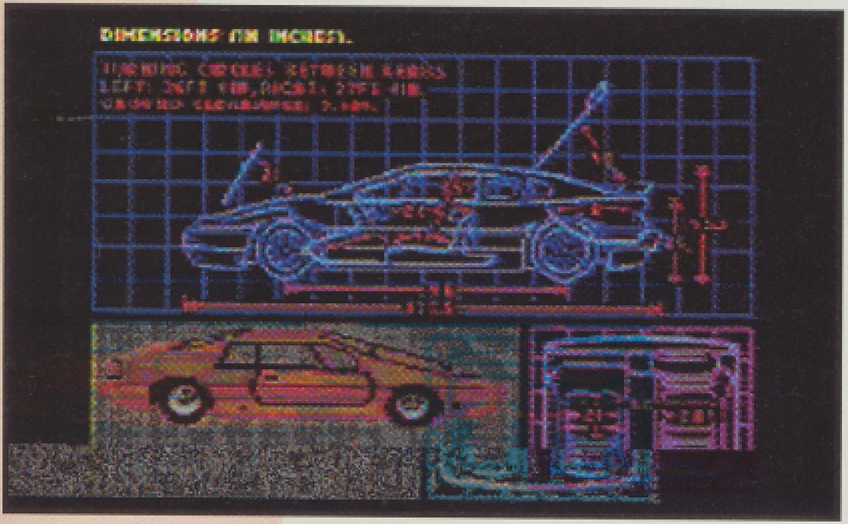
One thing that did disappoint me about L.E.T.C is that if you happen to crash you don't explode into a giant fireball, you just bounce off and your speed decreases quite considerably. No fun!

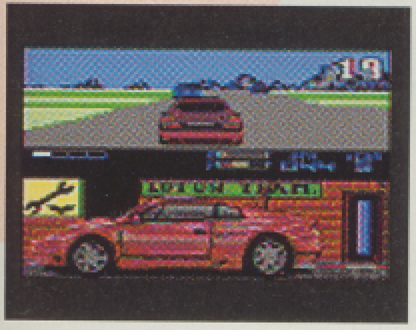
But think yourselves lucky because the Spectrum and the Amstrad can only cope with sixteen cars on the one player game and in the two player game there are only ten cars, although the faithful 64 can cope with twenty cars on both one and two player games. Hurrah.

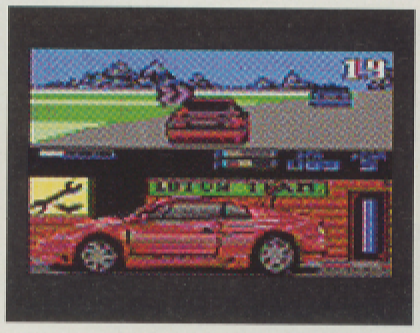


ESPRIT CHALLENGE









CREDIT CARD

SONICS		FIX FACTOR	HALF
Fairly average for a driving game.	An enterprising use of the C64.	Addictive driving fun.	Driving fans will be playing this for a while.

NAME: Lotus Esprit Turbo Challenge.
SUPPLIER: Gremlin.
PRICE: £9.99 Tape, £14.99 Disk.
RELEASE DATE: Out now.

OVERALL 91%

Lotus Esprit Turbo Challenge is a great game for an eight bit machine and well worth getting if you enjoy racing games.



SUPER SCRAMBLE SIMULATOR

KIXX £2.99

Vroom, Vroom! Rev your engine and... stall the bike.

Unfortunately, little accidents like this happen too often in this potentially good game.

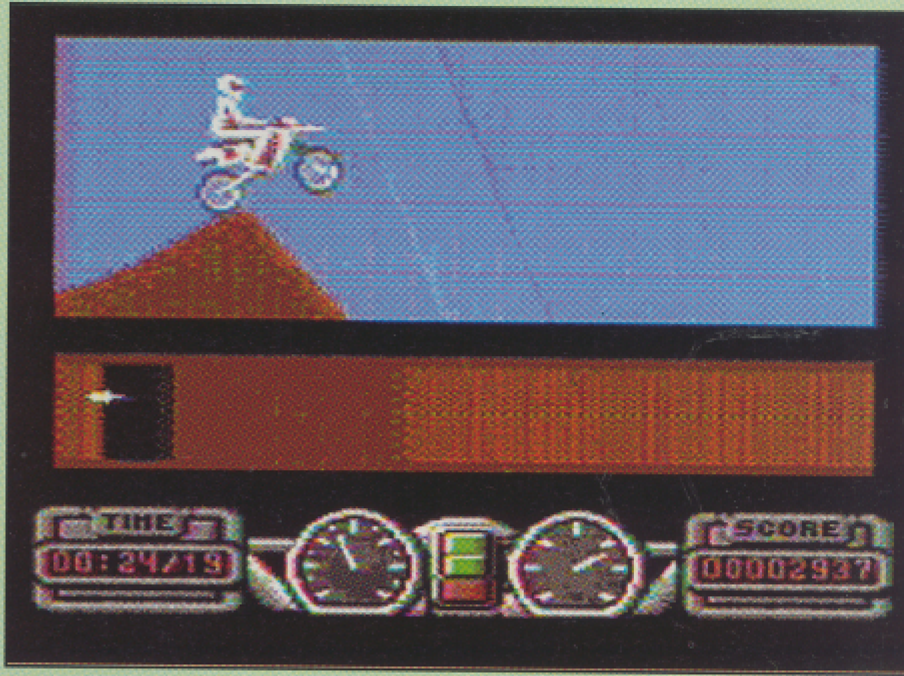
It is quite well set out, with a top view map displayed under the main play area, which also doubles as an information panel. The graphics are OK and the main sprite, or collection of sprites, is really quite good.

There are plenty of tracks to test your off-road skills, varying from easy-peasy to damn hard! The problem is, the hard ones come too soon. It is really quite annoying trying to delicately bounce over a character-sized hole and move at 2mph over rocks.

You'll have to work out how to get over the different obstacles which range from from rocks, crevices and very steep hills to cars and trucks.

This may be a little hard for the average gamer, maybe younger players should check out Kick Start and KS2.

Really too frustrating to play for very long!





SKORE: ✪✪

TURBOCHARGE

In which Jeff Davy makes some moral points about drugs and alcohol and previews a game about a rather powerful red motor car.



Inspiration comes hard, sitting in an obscure Milton Keynes suburban hostelry. The formica drips with dull 1970's lack of atmosphere. The PVC-upholstered sofas exude dullness and the drink sits in its cloudy glass, fizzing a trifle flatly.

It occurs that it's time to draw your attention to an important social mesage - "Don't drink and drive". I certainly wouldn't drink and drive. One of the major factors (apart from it being dangerous) is that I don't have a car.

If I did (We can see your predictable link to the game thundering over the horizon, right now - Clued-up Readers) it would possibly be a large sports car like the one in Turbocharge, which is rather angular and Lamborghini-like and mighty fast.

It also has a rather convenient grenade launcher on the front (how many times have you wanted one of them attached to the front of the bus you're in - stuck in dry, hot, honking traffic) and a readily-available handgun for the driver.

That and a moral scenario. The Mr/Ms Bigs of the drug world are running convoys along the highways of Basildon, er, the US (that was it) and you're the bod for the job in the swanky motor.

The convoys are speeding their way across State boundaries which normal Police cannot cross.

Says Mr Big: "This State Police business is rather funny, they can't follow us over the borders. We can just ship our drugs around as much as we like and make tons of lovely, lovely cash!"

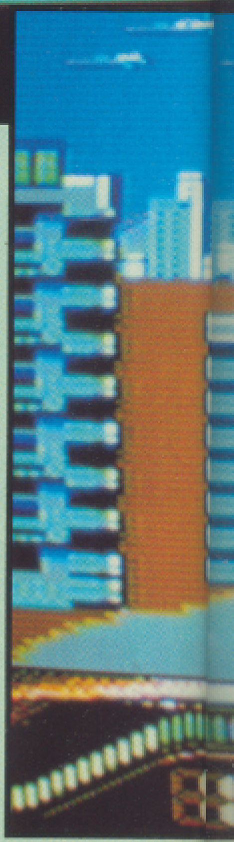
[CUT TO SHOT OF FAT BUSINESS TYCOON WITH CIGAR WALLOWING IN LARGE AMOUNTS OF FILTHY LUCRE]

But into the rear view mirror of the latest of the convoys comes a large red car. The chase is on...

And what a chase. Turbocharge trashes other driving games into the ground. There are no tight bends to slide off at and crash because by controlling the car (so it seems) you control the road. No, settle down at the back there, it's true.

This means that you need spend less frustrating time crashing and more time shooting; cars, lorries and all manner of opponents.

The pace is fast and frenetic. The enemy spares little in its quest to blow you off the road. Planes strafe the road, Choppers (with moving rotors!) drop things on you and armoured cars draw alongside to 'take you





out'. And that's not a night at the cinema and a rather nice Biryani, that's the business end of a large machine gun poked perilously close to your nose with your offing coming very close, very fast.

And don't forget the mines (the Seven Dwarves certainly didn't) and more, over many separate and changing levels, chock-full of roadside graphics and mean hills.

As the roads fork, the car swishes into tunnels (turning darker appropriately and fast at that) and you die, turning over in a cloud of dust and explosion, you begin to appreciate what appears to be a great technical achievement on the 64. It's fast, fantastic and packed with little technical achievements that you don't immediately spot but which really add to the game.

It's unquestionably what Roadblasters, Chase HQ and Special Criminal Investigation should have been on the 64. And if this was just the preview version, let me at the final version as soon as possible.

A hackneyed format the driving game may be but System 3 have the edge on it now.



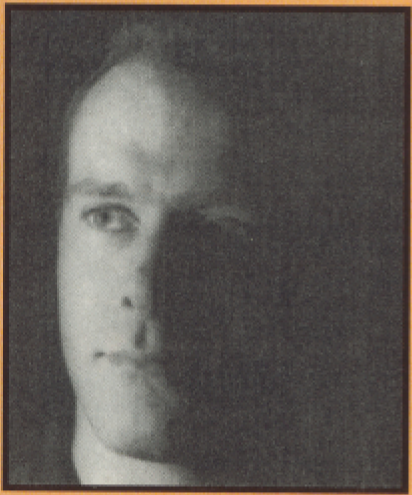






CREDIT CARD

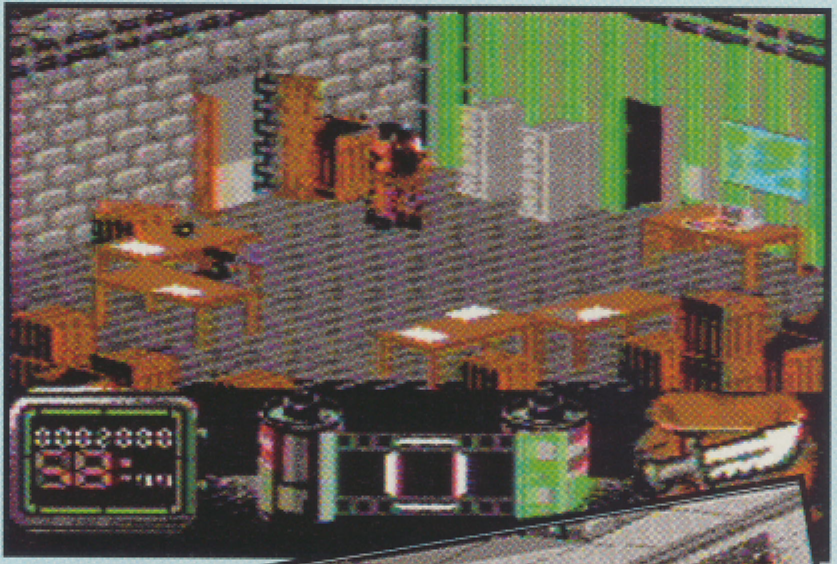
NAME:	Turbocharge
SUPPLIER:	System 3
PRICE:	£12.99 tape, £15.99 disk
RELEASE DATE:	Late June



This is Chris Butler, the programmer of Turbocharge. This deep and mysterious picture aptly sums up his mysterious past. He's programmed many games including Power Drift. Of course, we could have printed the mad picture with the screwdriver, but that wouldn't have been deep and mysterious and would rather have spoiled the link, wouldn't it.

SYSTEM 3 PACK

First we had the famous five, then the secret seven, now comes the spiffy four. Rik Henderson looks through this pack to find out which game is Timmy the dog.





"What?" I hear you cry, "We've already read a review of a System 3 compilation!" And you have. But lo, here's another juicy morsel to treat your commie with, cause it's got four of the best recent System 3 games on an all for the price of 50 bags of crisps (my average dinner).

MYTH

This is the only game that's on this pack and The Premier Collection, but is well worth it.

When it came out it redefined the meaning of arcade adventure with it's marriage of incredible platform style gameplay and fiendish puzzles and traps, as you (as a Michael J. Fox look-a-like in your Calvin Klein jockeys and Levis 501s) get to traverse several different timezones and confront several different mythological gods in order to give 'em the severest twatting of their immortality.

There was a gripe that went around a short while ago that Myth was a little too hard but with the superb quality of the graphics and the addictive gameplay you'll WANT to persevere.

VENDETTA

The Last Ninja games were popular enough to be verily ripped off and their style happened to pop up all over the gaff. Vendetta has many similarities but this is the official style copier of the century, and anyway it's got tonnes more besides.



For a start, apart from having superb arcade adventure gameplay with excellent puzzles to solve, there's possibly the smoothest driving game hidden under the meat that is Vendetta. At the end of each 3D section youy have to drive to the next, and it has been said that Chase HQ has nothing on it (by me actually).

If you're after the most complete of games you could do worse than Vendetta, and it doesn't even show its age.

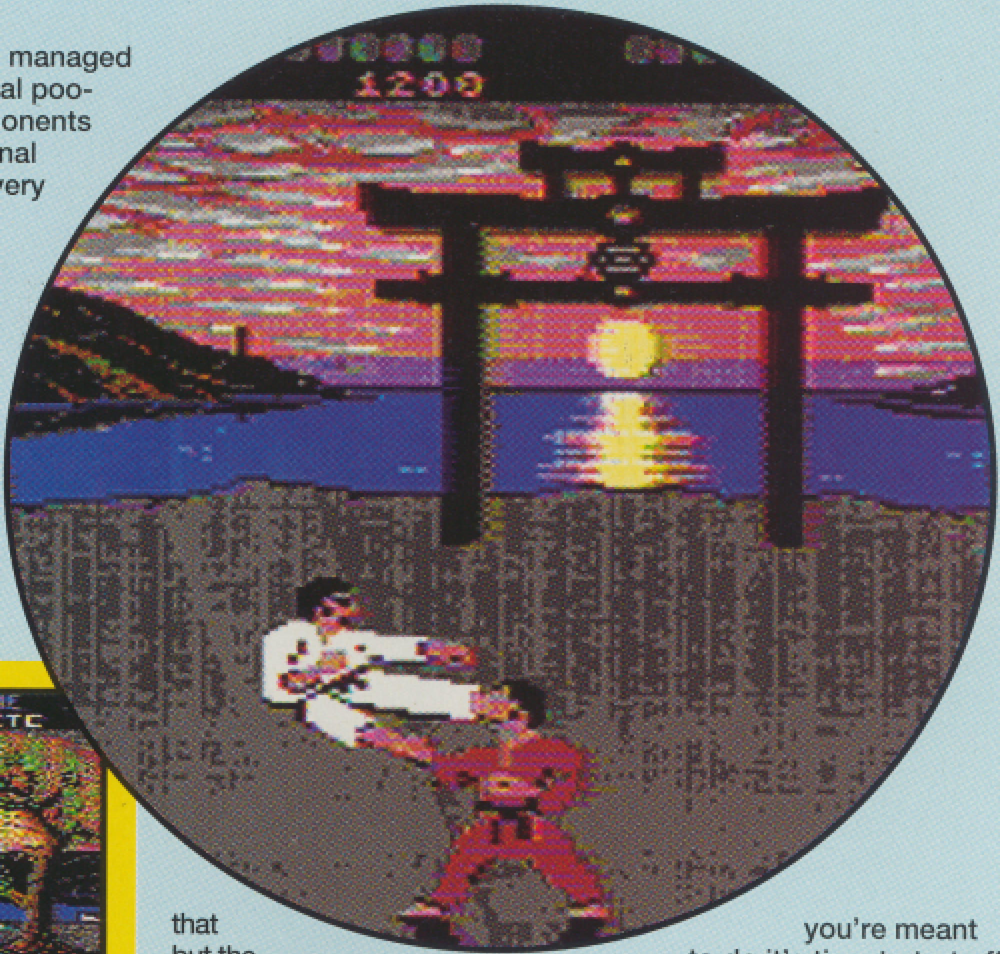
IK+

This is unashamedly a typical karate beat-em-up, but with so many extra funky bits that certain other jealous companies tried to copy it exactly (and failed miserably, I hasten to add).

For a start, instead of the usual two karate geezers facing each other in a bloody battle of fist vs. fist, it's time to wear clean underwear 'cause there's three of the buggers on screen at one time and you only control one of them, aaaaaarrrrrrggggghhhhhh!!!! (A friend can actually control

one of the others.)

And after you've managed to beat the proverbial poo-poo out of your opponents there is the occasional bonus level (after every two normal levels) where you either have to kick bombs that fly on the screen before they blow up in your face, or deflect big, bouncing balls with a tiny tin plate (or something). There's not much more to it than that but the action is furious, and he who does not like these sort of games deserves a darn good kicking in the lower abdomen.





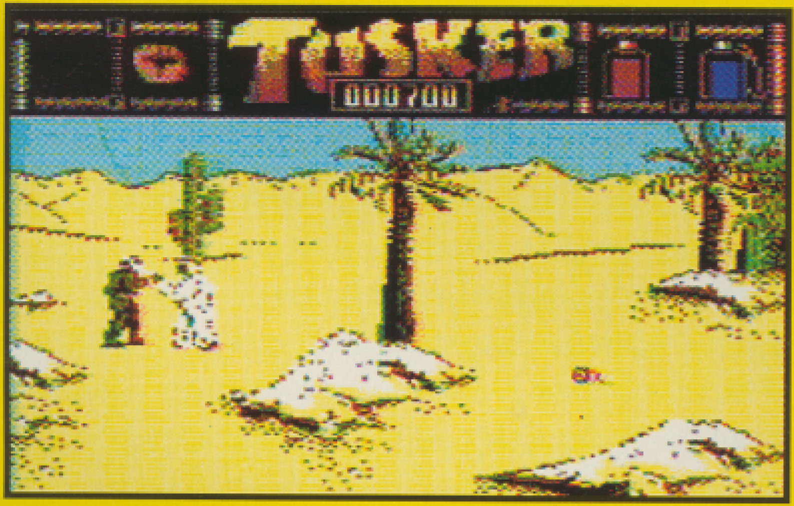
✪ Confuscious, he say "Man who stands on another man's back usually ends up with other man's feet kicking the heck out of him!"

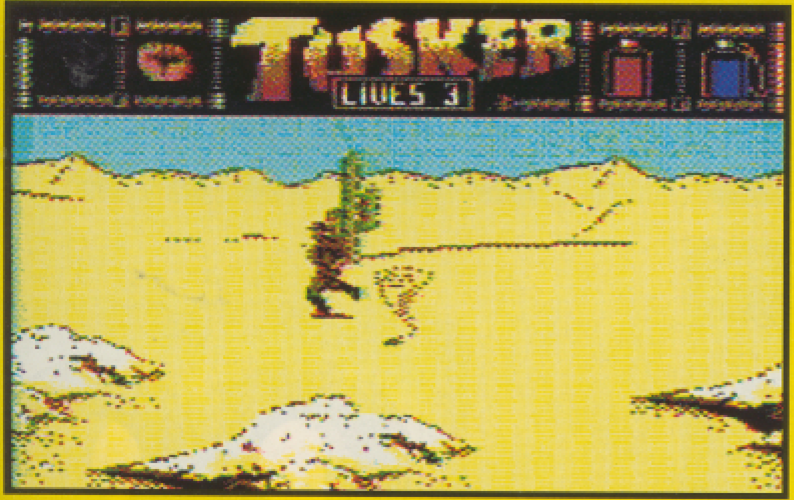
TUSKER

Here's the dog, a particularly nice dog, but a dog none-the-less. It's an arcade adventure, but without the usual System 3 stamp of originality. You're an Indy Jones type adventurer (with a hat, musn't forget the hat) and you must sort-of-like... adventure, in order to find the fabled elephant's graveyard (although it doesn't say why - perhaps you need a new set of teeth, and ivory would be ideal).

And when you've discovered actually what you're meant to do it's time to trot off kill a few arabs (hmmm!), and erm... that's all I seemed to do actually because I'm really crap at these sort of things, but ho well that's life!

Tusker looks reasonable, sounds reasonable, and (I've been told) plays very well, if you really want a serious bit of Time Machine style arcade adventuring you've got it made 'ere mate!





Well, like the man who couldn't pronounce the word 'four' would say, "The System 3 pack is a rather splendid pack of ffff... fffoooo... ffoooooouuuu... erm... three plus one games!"

CREDIT CARD

A reasonable quality

◀SONICS throughout really (what do you want me to say?) Myth's are brilliant,

◀GRAPHICS Tusker's are reasonable and the others find a happy medium (called Doris Stokes, ho, ho).

◀FIX FACTOR Three truly huge games with engrossing gameplay, and one beat-the-frag-em-up, great!!!

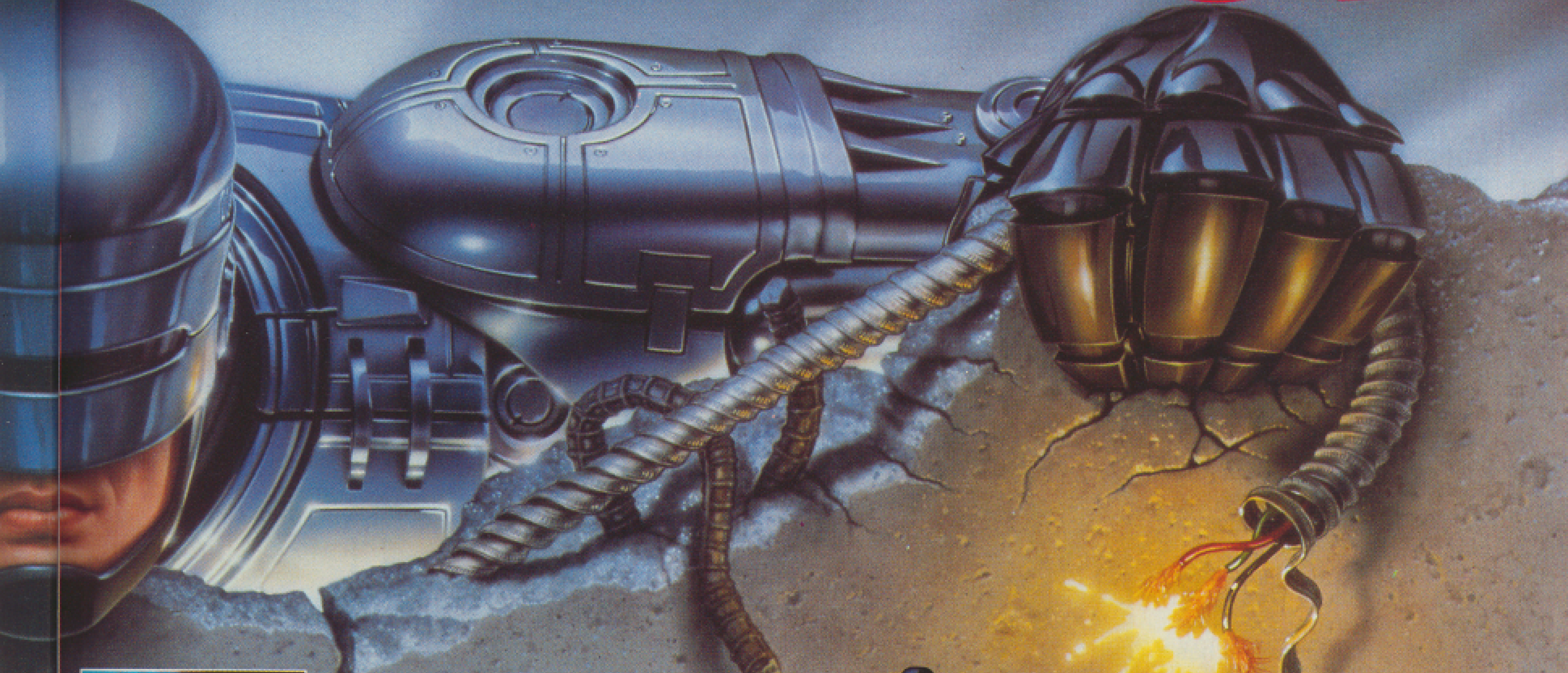
◀HALF LIFE You'll be there for a loooonnnnn nggggg time.

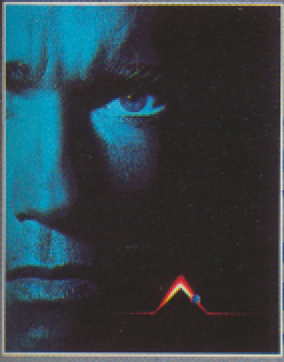
NAME: System 3 Pack.
SUPPLIER: US Gold (hah, fooled you!).
PRICE: £16.34 Tape, £20.42 Disk.
RELEASE DATE: Out in the shoppies now.

OVERALL 85%

Quite a splendid collection of classic System 3 games, with only one of which (Myth) that's been on such a pack before.

...ER THE TOP





TOTAL RECALL

As Doug Quaid you have been haunted by recurring dreams of another life on Mars. You are drawn to Rekall Incorporated, a unique travel service specializing in implanting fantasies into the minds of those who desire to turn their dreams into reality. THE EGO TRIP OF A LIFETIME

Experience the horror as your dreams turn into hideous nightmares. Suddenly your every move is monitored by would-be assasins. You discover the surreal truth -

You're not you - you're me.

You must travel to Mars to discover your true identity - your mission is now a journey of non-stop action, strange mutants, futuristic vehicles and a startling array of weaponry all captured in superbly executed graphics and a game play that compliments the success of the year's top movie.



ROBOCOP 2

EVEN IN THE FUTURE OF LAW ENFORCEMENT, THERE'S ALWAYS ROOM FOR IMPROVEMENT.

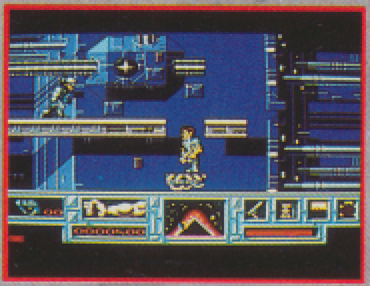
The future is a rough place Detroit is a bankrupt city...torn apart by the decadent forces of the Old Man and his corrupt corporation. If you want to die - then walk the streets, if you want to live - then pray for the return of Robocop!

Robocop 2 has justice in mind... a kind of justice only he can deliver! Take on Detroit's evil mastermind and his mega-corporation in some of the most action-packed scenes ever devised for maximum entertainment value. Detroit Is falling apart - it's time to put it all back together!

HE'S BACK... TO PROTECT THE INNOCENT

SOFTWARE ACTION

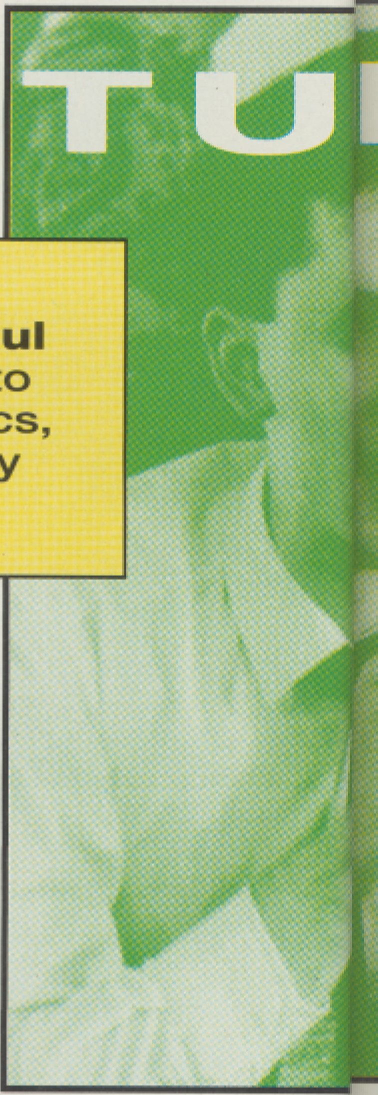
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MISADVENTU



Strapping on his gleaming armour, Paul Rigby rides again into strange worlds of orcs, pixies and unfeasiblly silly plots.

REVIEW

DEATH KNIGHTS OF KRYNN
SUPPLIER: SSI/US GOLD
PRICE: ?
FORMAT: DISK

Death Knights of Krynn is the sequel to the successful Champions of Krynn, the AD&D RPG from SSI, distributed over here by cuddly US Gold.

A year has passed - no, really, trust me. A year since Takhisis' (waddya mean "Who?", play the original game buddy!) followers were pretty badly beaten by you and the other good guys. However, now its time to partyyyyy! Over at Gargath, the outpost commander has laid on a spread (lots of sandwich triangles, lashings of ginger beer, you know the sort of thing). It's the anniversary of the victory y'see. So, always a sucker for a knees-up, off you trot. As the party grooves and someone gets beaten up for playing a Dross album, Lady Maya, who's obviously had a few, get's a bit melancholy. Our good Lady is a silver dragon in human form by the way - and you know how they can't take their drink. Anyway she rambles on about Sir Karl who died during the war.

Just as the yawns begin to appear from the listening crowds there is a cry!! But the beer is caught before it hits the floor. Then there is another cry! While everyone scans the floor looking for the broken beer barrel and wondering if they can salvage a small glassful out from the sky comes - Sir Karl! Well, it used to be him - he's literally just skin and bone now. Seems like he's defected to the evil side. Down he comes with a death dragon and a bunch of nightmares.

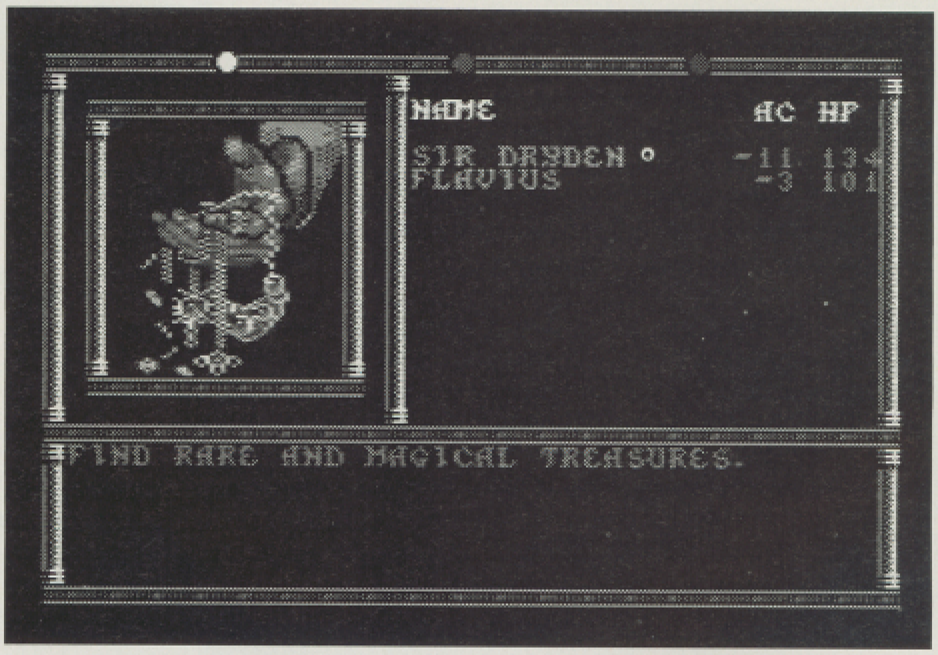
Karl shouts a few obscenities and leaves the nightmares to gate-crash the party. However Lady Maya flies (yep she's been hitting the punch again) off after him. Meanwhile you've got a bunch of ravaging hosses to contend with.

Arriving on three disks, plus a 12-page rule book and a 60-page adventurer's journal and a C64-specific reference leaflet, Death Knights of Krynn continues the improved Krynn system (improved over the Forgotten Realms effort, that is).

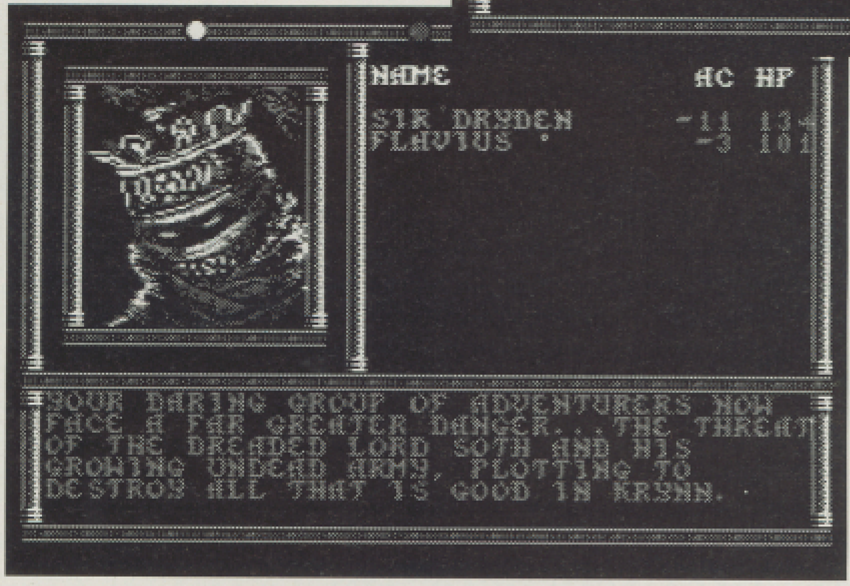
I do like the Krynn magic system which is controlled by three moons - each moon bringing its own magical benefits according to how each moon waxes and wanes. Mages can't really dominate the game because they must study and memorise their spells which is a good thing as it retains play balance.

Death Knights sees the increased spell power of the mages and clerics, though. The cleric can now cast up to seventh level spells while mages can reach eighth level. Druids also make an appearance (via high level Rangers). Combat is more balanced in the Krynn system. The enemies are easier to kill and the enemy parties are scaled down.

In addition Dragonfear, the morale sapper that featured heavily in the TSR books, makes an appearance. Dragonfear is only troublesome from



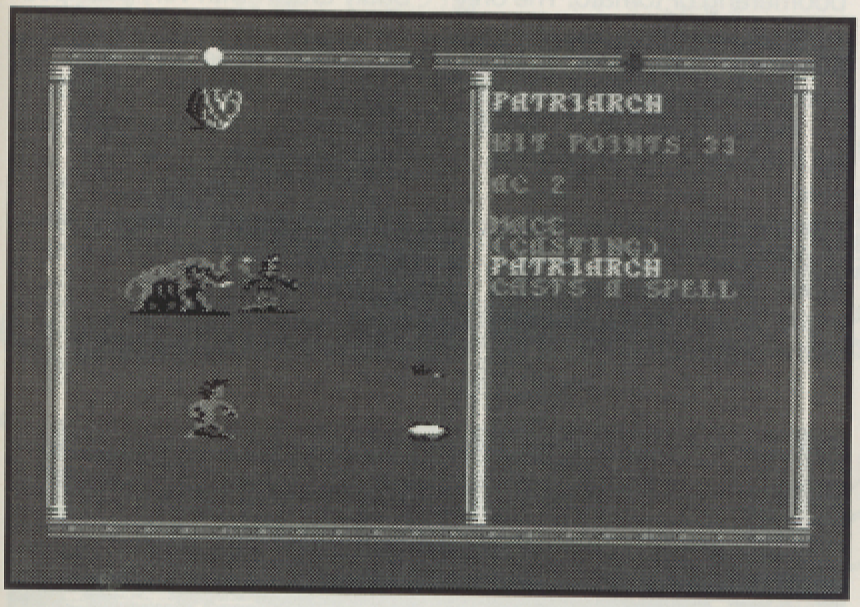






mature dragons but is only really worrying to low level characters.

There are many new creatures including a variety of new dragons (eg: spectral



and undead dragons). Another new addition is the Paladin who can cast clerical spells upon reaching level 9. Also, Paladins are immune to disease.

Death Knights of Krynn is recommended for the role-player who enjoys a RPG with handfuls of tactical combat. It is not really aimed at the puzzle-orientated gamer in the same way that the later Ultimas are. That is not to say that Death Knights contains no puzzles or interaction. Far from it. However the emphasis is on the combat. As such Death Knights of Krynn is the best "tactical combat" RPG around.

RATING: 84%

RECORDED DELIVERY

There's just enough room in this month's column to include a letter. Hang on I'll just get into the "creeping position". Right there we are. Thankyou, thankyou, thankyou for writing in with your comments and help. But please, please, please keep them coming. There's nothing I like better than to read the flowing prose of my faithful followers. Makes ya proud, it does. Right, bit of 'ush - J.Sykes wants a word;

Dear Paul,
Could you please help me [Certainly, Nurse? The screens! - Paul] with Adventure Soft's ageing game "Circus"? I'm completely stuck [hang on, I'll fetch a rope - Paul] and it's so annoying. What's the point of cutting the canvas and firing through the hole from the cannon? [Well that's beca...Paul] Where's the cable for the generator? [The cable? Oh tha...Paul] What's the snorkel for? [Oh, that's to...Paul] What's the metal bar for? [Its...Paul] Where's the goddam petrol? [It's in th...Paul] How the hell do you get in the wagon? [Slow down! Let me get a word in! Good grief - Paul]
Could you please answer these questions before I throw the game out the window [Open it first won't you? - Paul] with - The Hobbit, Hulk, Gremlins, and Liberte (YC tape 9)!

Mr J.Sykes, Leytonstone, London.

P.S. Why are adventure games so damn hard? Are there any easier ones out there (except Danger Mouse)?

Well, Mr Sykes - or can I call you J? In answer to your second question, sure there are easier adventures. You have just been a little unlucky. Watch out for next month's column. I'll be looking at a couple of adventures that are right up your street.
Now onto your Circus queries:
1: It's your only means of escape.
2: To siphon some petrol.
3: To open the wagon and the locker inside the wagon.
4: In the generator.
5: Use the metal bar.

WINKS'N NUDGES

COLOSSAL CAVE ADVENTURE

Trouble with the bear? Soothe it with food/sandwiches/honey according to the version of the game then unlock the chain. The emerald treasure will fit through the crack. Attack the dragon with your bare hands. The black rod frightens the bird and creates bridges when waved near wide fissures.

CORRUPTION

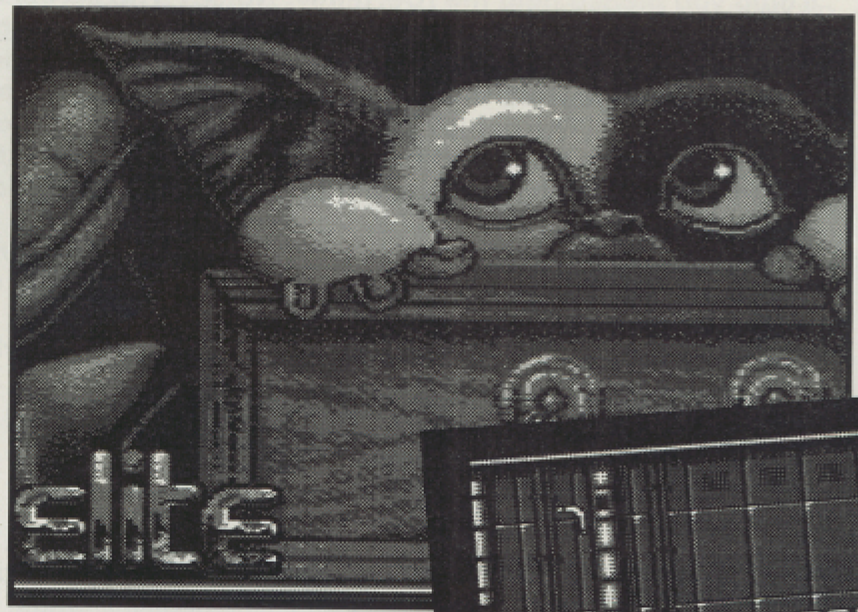
At 1.54 go to Le Monaco to meet Jenny for lunch at 2.00. If you wait outside you'll see her arrive with David - wink, wink. Go in, have your lunch, leave just before 2.20 and you'll be run over. It's okay, that's meant to happen!

IMAGINATION

Paint the cord with the black paint then the Japanese soldier thinks you're a black belt. Play the yoyo over the bottomless pit. It picks up a key that fits the cell in the citadel dungeon.

GREMLINS 2 - THE NEW BATCH

Simon Dale is being hassled by small furry creatures, which keep dropping on him. We knew we shouldn't have let him loose in the Cuddly Toy department of Toys 'R' Us.

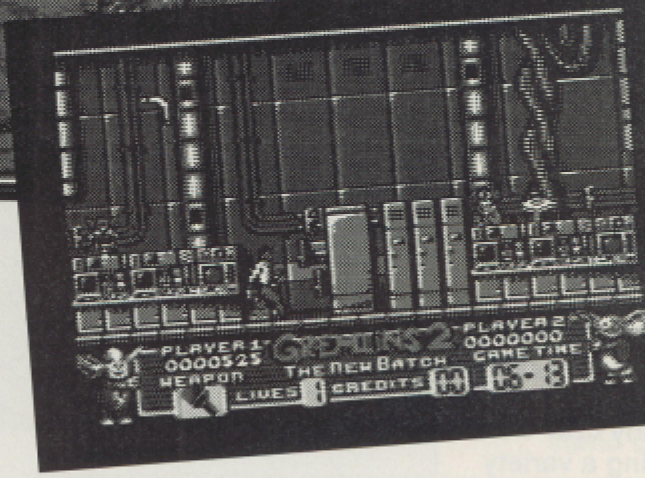


Gremlins 2 - The New Botch, no that isn't a typing error. Gremlins 2 is not a funpacked action-filled game, in fact it`s a load of complete rubbish. But I digress, on with the plot...

Old Mr Wing, the Chinese store-keeper, who took Gizmo (the original Gremlin) back from Billy (the first film's 'hero') after the mean gremlin Spike had been had been sunlighted to death, has sadly kicked the bucket. Now you lead that illustrious hero Billy to certain death by trying to get Gizmo back from Clamp Pizzas genetic research lab.

The general idea of the game is to run along to the end of the game through the Gremlin-ridden pizza factory, the Gremlins pop onto the screen with pre-programmed movement patterns which you must remember; in order not to shoot up in the air and disintegrate, to help you in wiping out the gremlin fiends. You have been provided with a torch which is supposed to fire a beam (although it looks more like an egg to me).

Many weapons can be found and used against the green ghastlies, such as torches, tomatoes, telephones, frisbies and boomerangs. The frisbies look like giant polos and I fail to see how you can kill a gremlin with a telephone, a boomerang or tomato. The only weapon that looks like what it is supposed to be is the tomato, apart from the fact it is white.



Bonus icons can be picked up if required, these have the following uses extra lives, points, extra time, Rambo Gizmo and mystery, each of these are represented as a white circle with the first letter of the use in it.

Many different Gremlins will hassle you along the way and invariably end up wiping you off the face of the game. These gremlins are as follows, Daffy, who curls up in a ball and rolls at you, Mohawk, who pops up all over the place and is generally mean, Electric, his name speaks for itself, George, who gets careless with cigar ash, Lenny, throws things at you, Sexygirl, blows killer kisses at you, Pogo hops about on his pogo stick and will not hesitate to hop on you and finally skate board who is very fast and best avoided.

All of these gremlins are badly drawn with very cramped sprites which makes Gremlins 2 an unremarkable game with bad graphics, tediously hard game play, annoying sound and boring platforms.

As with most games-of-films Gremlins 2 is not playable at all, it is much too hard, you have no energy to enable survival from more than one hit from the evil Gremlins.

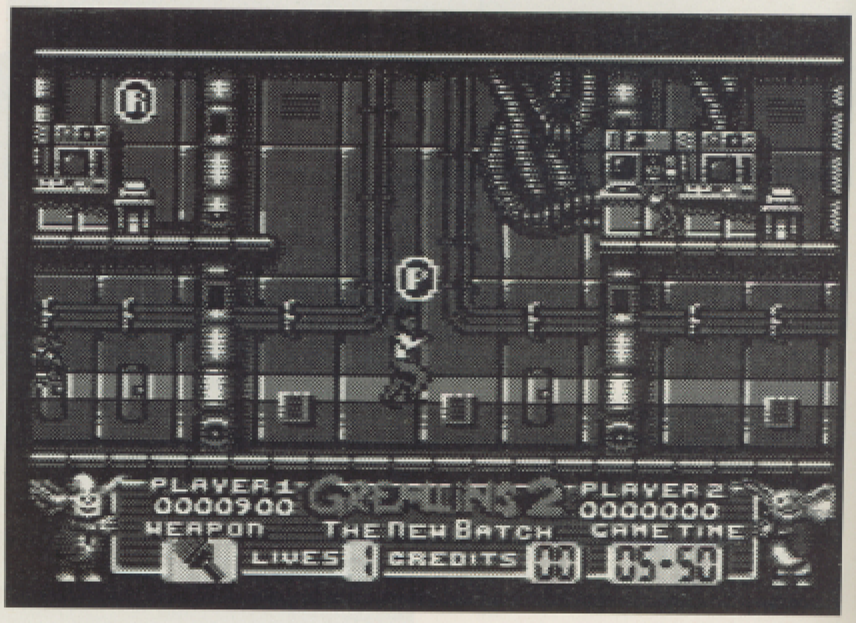
CREDIT CARD

SONICS	GRAPHICS	FIX FACTOR	HALF LIFE
It REALLY gets on your nerves after a while.	Pretty useless, really.	Are you joking? None!	You'll play it a few times and throw it in the corner.

NAME: Gremlins 2.
SUPPLIER: Elite.
PRICE: £9.99 tape, £14.99 Disk.
RELEASE DATE: Out now!

OVERALL 54%

Don't buy it unless you need to persuade a few friends that the 64 really does have bad games!



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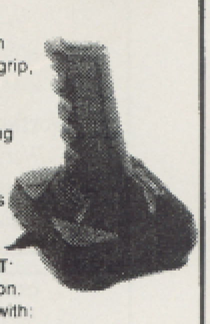
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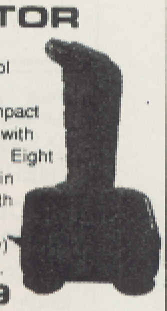
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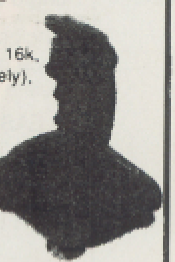
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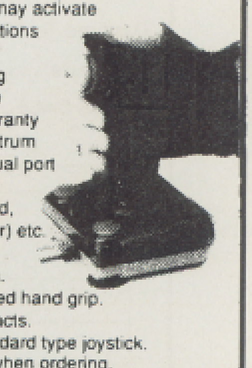


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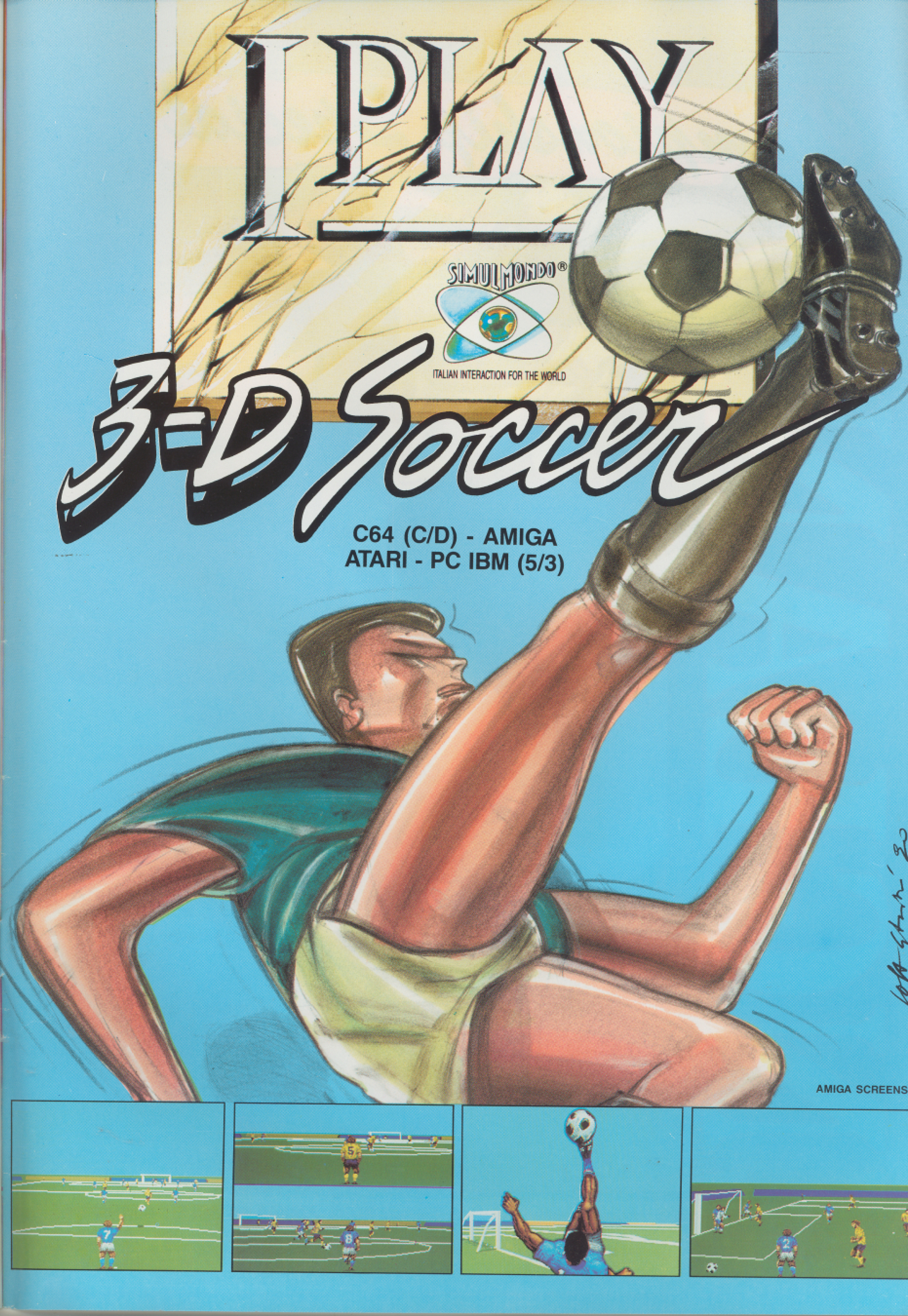
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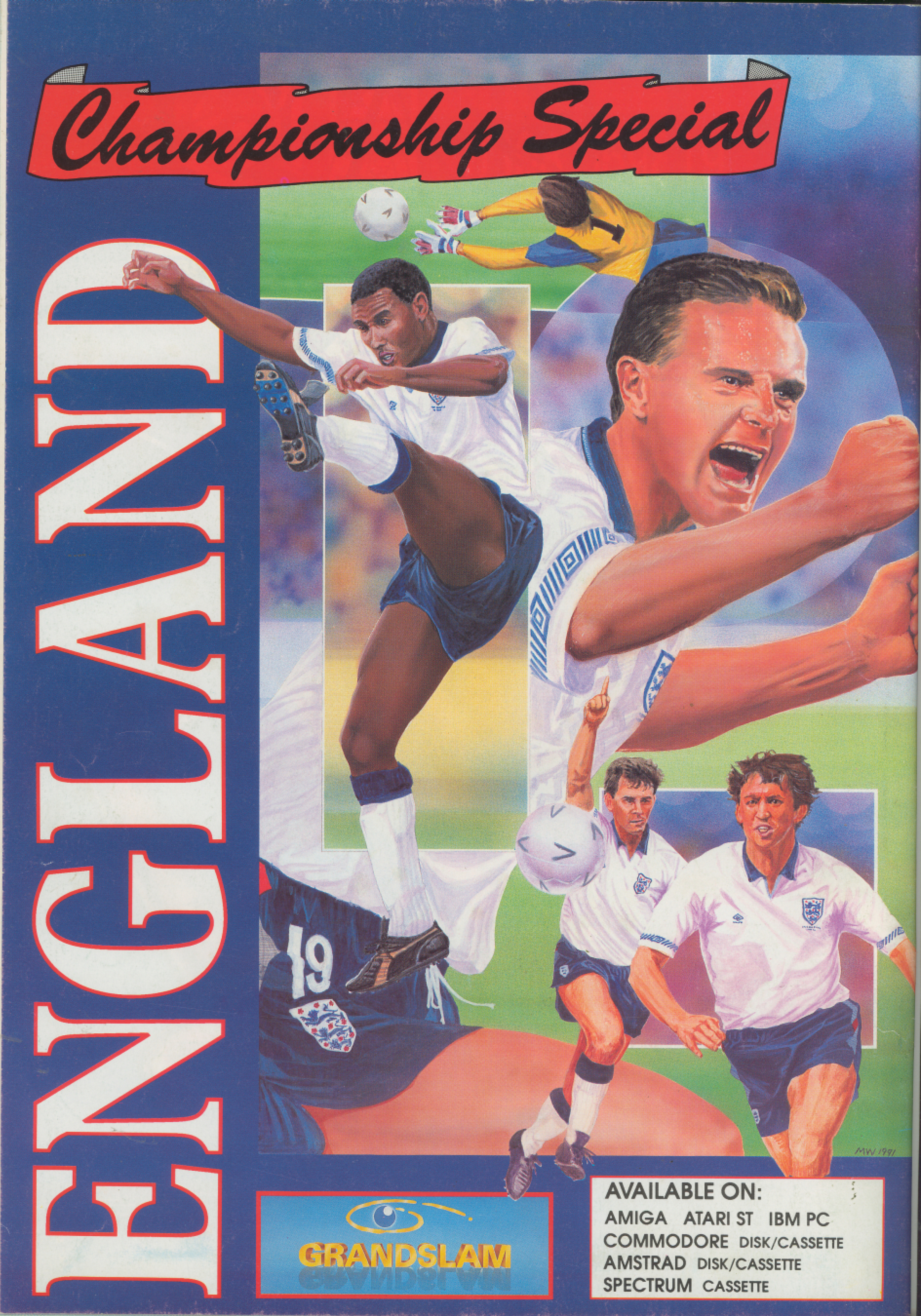
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